

NEWS FLASH: D.A. REPORTER CONTEST

Disney

January 1995

Adventures

THE MAGAZINE FOR KIDS

Star Trek
SECRETS

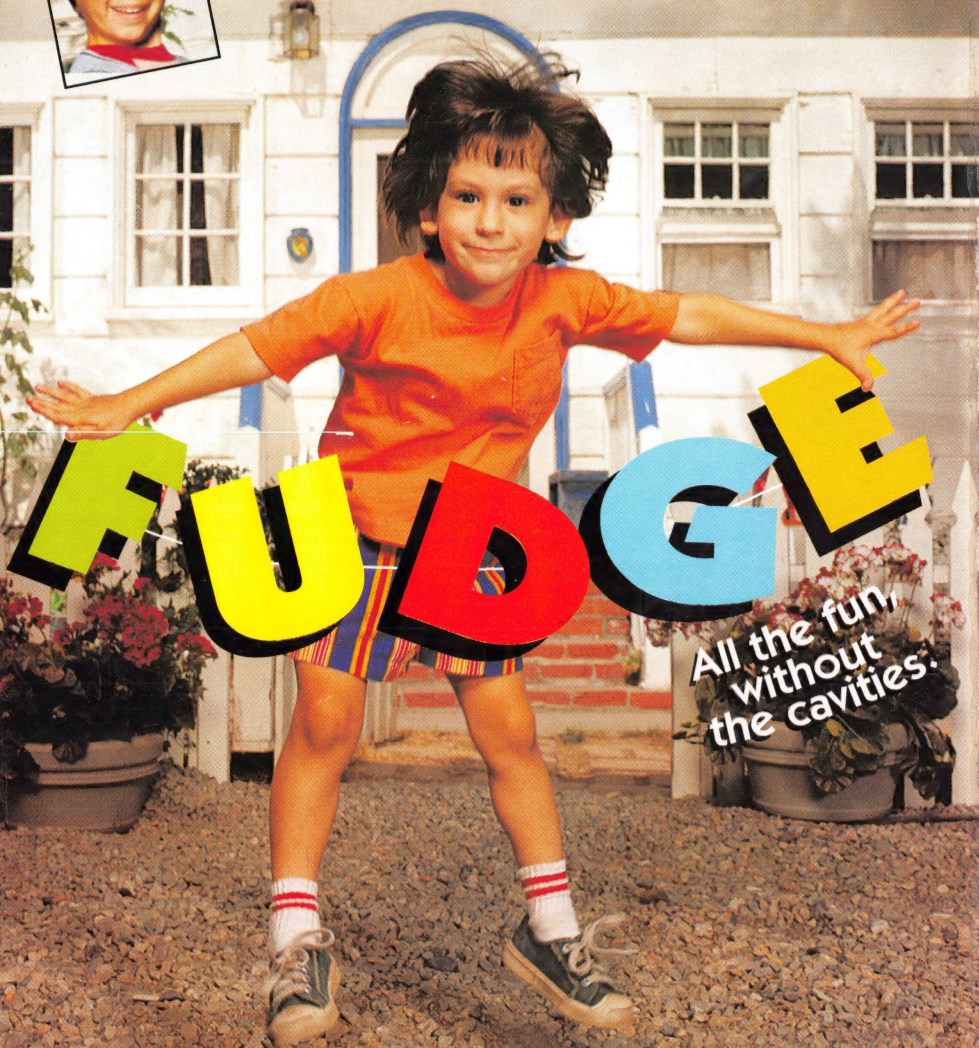


\$2.50 Can. \$2.95





**"When I asked for a brother,
I had no idea what I was in for..."**



**All the fun,
without
the cavities.**

JUDY BLUME's "FUDGE"

**Now a great new
Saturday morning show.**



**Join the fun!
Coming January 14**

hello

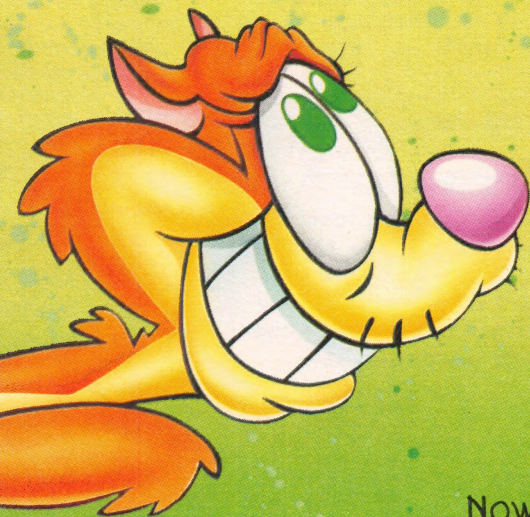


Our new staff (take a look)
is working hard in New York
City, D.A.'s new hometown, to
create way-cool issues for you.
I'm No. 1 and thrilled to be the
new chief. Adventure on!

Phyllis

Turn to page four to see who
we are and what we do!

**DON'T
WORRY,
THEY'VE
HAD
THEIR
SHOTS.**



**The
Shookums
& Meat
Funny Cartoon
Show**

**NOW UNLEASHED EVERY MONDAY
BEGINNING JANUARY 2ND.**

CHECK LOCAL TV LISTINGS FOR TIME AND CHANNEL.

ZIP CODE

Your Letters and
Kid Pics **6**

D.A. BUZZ

Mad-Cool New Year's Slang,
D.A.'s Picks for the All-Time
Best Movies and What Will Be
Hot in 1995..... **9**

UP FRONT

Junior Reporter
Contest..... **12**

D.A.'s Way-Cool School:
E. Joseph La Liberte Junior
High School..... **14**

Your Goofiest
School Photos **16**

TICKET

Twin Detectives, X-Changes
and Our Countdown to
D.A.'s Fourth Annual Music
Awards..... **19**



page 25

SECRETS OF STAR TREK

Discovering the Hidden
Enterprise, How to Speak
Like a Klingon, The Coolest
Captain: Kirk vs. Picard—
and More! **25**



BIG ADVENTURE

A Daring Polar
Explorer
Finds the Big
Chill a Big
Thrill. Plus—
Planning Your
Own Arctic Adventure..... **34**



page 34

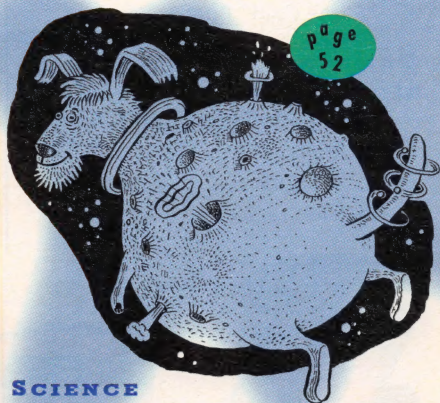
page
48



SPORTS

Not All Fun and
Games: The Real
Life of an
NFL Rookie..... **46**

Archery Kids
Aim for
the Bullseye..... **48**



SCIENCE

Are We Alone?
New Planets
Discovered..... **52**

Weird Yet True **56**

The Comic Zone Rocks!



page 78

COMIC ZONE.....59

KID BLASTOFF

"Attack of the Bomb Squad"

Part 1.....60

DARKWING DUCK

"Terror of the Tiny

Thieves".....68

ALADDIN

"Poof Spoo!".....72

DARKWING DUCK

"Driver's Dilemma".....74

GARGOYLES

"Stone Cold" Part 2.....78

GAMES, PUZZLES AND MORE STUFF

The Best Video Games

of 199486

Card Shark90

Puzzles92

Disney Adventures

EDITORIAL

EDITOR-IN-CHIEF
Phyllis Ehrlich 1

2 EXECUTIVE EDITOR
Suzanne Harper

ART DIRECTOR
Robyn Ewing 3

4 COMICS EDITOR
Heidi MacDonald

SENIOR EDITOR
Sean Plotner 5

7 ASSOCIATE EDITOR
Liz Smith

ASSOCIATE MANAGING EDITOR
Karen Good

SENIOR DESIGNER
Amy Mullins 6

PHOTO EDITOR
Melissa O'Brien

EDITORIAL ASSISTANT
H. Brooke Primo 8

ART PRODUCTION
Gregory Benton

BUSINESS

PUBLISHER
Nina Lawrence

EASTERN ADVERTISING DIRECTOR
Susan Webber Gatto

WESTERN ADVERTISING DIRECTOR
Alec A. Lilburn

ACCOUNT MANAGERS
Valri Jackson
Rosemarie Mankes
Alison Pollard Kreuch
Betsy Teitler

MIDWEST AD REPRESENTATIVES
Christopher Schuba
and Company

ACCOUNT MANAGER
Brenda J. Ramga

ADVERTISING COORDINATOR
Jeff Witzke

MARKETING DIRECTOR
Nina Bjornstad

PROMOTION COORDINATOR
Suzanne Lunny

PROMOTION MANAGER
Carolyn Heaney

CORPORATE PROMOTIONS
MANAGER
Maia Schmucker

DIRECTOR OF PRODUCTION
Barbara Pieluch

PRODUCTION MANAGER
Billy Williams

PRODUCTION COORDINATOR
Linda Kirwin

CORPORATE RESEARCH DIRECTOR
Latha Sarathy

DIRECTOR OF CIRCULATION
Thomas Slater

NEW BUSINESS CIRCULATION
MANAGER
Donna Clarke

NEWSSTAND SALES DIRECTOR
Bob Bruno

NEWSSTAND FIELD MANAGER
Bill Coad, East Coast

NEWSSTAND COORDINATOR
Valerie Walker

FULFILLMENT MANAGER
Denise Bealin

CREATIVE SERVICES SUPERVISOR
Naomi Winegrad

CIRCULATION COORDINATOR
Mark Viola

FINANCE MANAGER
Glenn Baker

ASSISTANT TO THE PUBLISHER
Diane M. Soulaiks

ASSISTANT TO ADVERTISING
Molly Mansur

VICE PRESIDENT, PUBLISHING
John Skipper

SUBSCRIPTIONS:

(800) 829-5146
Outside the U.S.,
call (904) 445-4662
P.O. Box 420200
Palm Coast, FL 32142-0200

ADVERTISING:

NYC (212) 633-4407
Chicago (312) 482-8099
Burbank (818) 973-4071

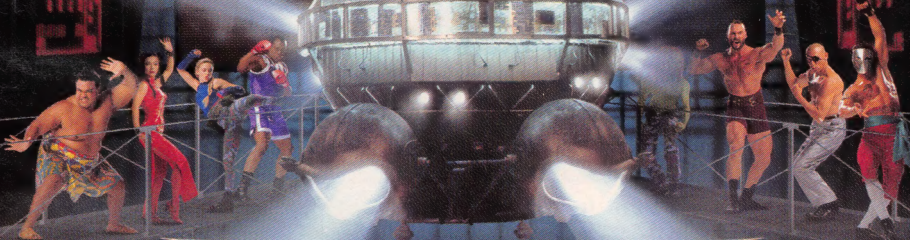
EDITORIAL: (212) 633-5821



page 60

JEAN-CLAUDE
VAN DAMME

RAUL
JULIA



STREET FIGHTER

UNIVERSAL PICTURES PRESENTS AN EDWARD R. PRESSMAN AND CAPCOM CO. LTD. PRODUCTION JEAN-CLAUDE VAN DAMME RAUL JULIA "STREET FIGHTER" MING-NA WEN DAMIAN CHAPA KYLIE MINOGUE AND JES STUDD MUSIC BY SHANE KEELY EXECUTIVE PRODUCERS GRANT TULL PRODUCED BY BARRY LEVINE PRODUCED BY KATO SAKAI
SCREENPLAY BY KENCHI HARA BASED UPON THE VIDEO GAME CREATED BY TORU YAMAZAKI
DIRECTED BY EDWARD R. PRESSMAN
CASTING BY MARION WANCE COSTUME DESIGNER LA GORGE KRAMER EDITOR DOV PLORENCE EXECUTIVE PRODUCERS ANTHONY PERMAN PRODUCED BY WILLIAM A. FRANKER DIRECTED BY WILLIAM A. FRANKER EXECUTIVE PRODUCERS TIM ZINNEMANN JON NATA SASHA HARARI EXECUTIVE PRODUCERS CAPCOM STREET FIGHTER

CAPCOM

PG-13 PARENTS STRONGLY CAUTIONED
Some Material May Be Inappropriate for Children Under 13

PRODUCED BY

EDWARD R. PRESSMAN AND KENCHI ISLAMOTO

COMING DECEMBER TO A THEATRE NEAR YOU

WRITTEN AND DIRECTED BY STEVEN E. DE SOUZA

UNIVERSAL

UNIVERSAL

UNIVERSAL

UNIVERSAL

UNIVERSAL

UNIVERSAL

UNIVERSAL

UNIVERSAL

UNIVERSAL

UNIVERSAL

UNIVERSAL

SOUNDTRACK ALBUM ON PRIORITY RECORDS FEATURING WAX SINCE HOWIE COLE • CRAIG BALK • THE PHANTOM • JULIN SANDERS & HAMMER • ABRAHAM TASH KASS • SASHA • IL COLO • MEX • AND MORE

two years. Every time I come in with the mail and your magazine is there, my cat starts

zip code

Your letters, photos, and comments. (Thanks!)

READY FOR PRIME TIME

My brother, my best friend and I like your magazines so much that one of us plays the actor you guys interview and the other interviews the person, while my brother videotapes it. (I played Cindy Crawford once.) Stacia George, 12, Auburn, California



THINK THAT'S BAD, TRY LIVING in 'TOON TOWN

You've got Jerry the mouse running around in your house, so you call Tom to chase him out. But since Tom's now running through your house, you call Underdog. So, you call Simba to chase him out. Then, you call Dumbo to chase Simba out. So you call Jerry, then Tom.... Soon, you move out.

Justin Hawks, 10, Dublin, Virginia

Rap it Up

Here's a rap
describing the kids
in my school:

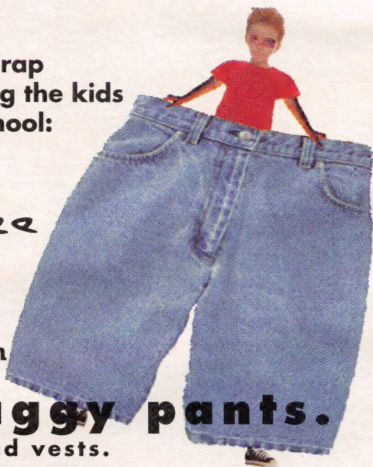
In middle school subjects
Math and P.E. are the best,
And history will make ya **S A O O Z E**
During an exam or test.

When it comes to music
Ace of Base and **R.E.M.** are cool,
But to the kids here in Middletown
Nirvana really rules.

What's cool are Stussy and **baggy pants.**
What's **dorky** are polyester and vests.

In video games, **NBA Jam**,
Wolfenstein and **Mortal Kombat** are the best.
We like comics like **X-Men** and **The Far Side**
And books from **R.L. Stine**.
We're all interested in **girls**,
And **Cindy Crawford** is **fine**.

Matthew Hamann, 12, Cobb, California



to flip out. All of a sudden, he'll start

running around the house

and soon my dog joins in, too! Obviously your magazine is a hit in my neighborhood. Sincerely waiting for the animals to chill,

MMPR

VS.

TMNT

I hate the Mighty Morphin Power Rangers. The Teenage Mutant Ninja Turtles don't need robots to help them, so they could kick MMPR butt. There is no question about it, the Power Rangers are just poor imitations of the Ninja Turtles. They should fight. Then everybody would see who was better.

Ashley Brown, 10
Chesapeake, Virginia

kid pics

Aloha! Brave Julia Neel, 12, from Hilo, Hawaii, stands close to a whole lotta hot lava from the Kilauea Volcano. Waaaay too close, we think!



Pyramid Power in Salem, Oregon! Ashley Larson's friends can *always* lean on her, even on her eleventh birthday! (That's Ashley on the bottom right).

Dreamin' of D.A. Drew Davis, 9, from New Fairfield, Connecticut, sacks out with some of his favorite issues.



Katherine Peters, 11, Ormond Beach, Florida

This
Holiday
Season,
Send
yourself
some
Christmas
Cards.

Get your very own, limited-edition
NFL Santa Card set, FREE!*

This year, don't worry about cards for Uncle Marty or Richie the Dog Groomer. Nah. Send yourself the limited-edition NFL Santa Card set. Just mail in 20 1994 NFL football card wrappers and receive the super-popular, annual NFL Santa Card set, compliments of your favorite football card friends. And heck, being that it's the holidays, we'll even shrink-wrap it for you!

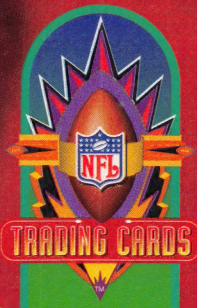
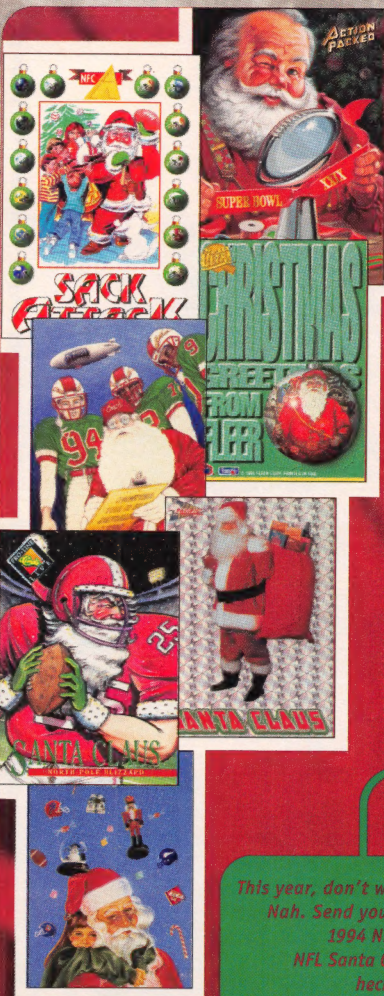
Get it, shrink wrap...gift wrap? Anyway, don't delay—send yourself some Christmas cards today!

*Now read this: This offer expires on March 31, 1995, or when we run out of cards (limited number). You can get a maximum of five (5) sets per order but you can't get any wrappers back. It'll take 4-6 weeks. For each set you order you must enclose a \$1.50 postage and handling fee along with your 20 1994 NFL football card wrappers. Check or money order only. The address is below.

Mail'em here: NFL Santa Card set, P.O. Box 7232, Osseo, MN 55569-7232

ACTION PACKED, CLASSIC, COLLECTOR'S EDGE, FLEER,
PACIFIC, PLAYOFF, PINNACLE, SKYBOX, TOPPS, UPPER DECK

Pack - Em In!





info to go and things to know



SICK
SLANG
FOR
1995

If you wanna sound hip and hot in 1995, you won't use words like "bogus" or "cheesy." Crazy cats will be slangin' like this:

Mad, sick, straight and bad. Ultra hip. That CD is mad! The guitar is sick, the words are straight, and the sound is bad.

Weak and stupid.

Ultra unhip. That movie was so weak! What a stupid plot.

Cool! Cool. (This word is always in.) That ski party was so cool!

Kooky, crazy and dopey. Cooler than cool. That outfit is kooky! Your jacket is crazy and those pants—way dopey!



D.A. Predicts: What's Hot in 1995

So, you thought you were pretty hot stuff in 1994, right? Well, that's great, but 1995 is a brand-new year with all new rules about what's cool. If you want to be the "sickest" kid in your neighborhood this year, better take D.A.'s quiz and study up!

1. MMPR is way cooler than TMNT. True or false?
2. This year's TV battle will be between "SSS" and "VRT." Who will win?
3. 1995's movies will be sequel-city. Which of the following will be hot?
 - a. The Mask 2
 - b. Karate Kid 5
 - c. Ace Ventura 2
 - d. Batman Forever
 - e. Getting Even With Dad 2



4. Who is Generation X?
 - a. Your twenty-something sibling and friends
 - b. A really sugary cereal
 - c. The new generation of X-Men
 - d. A hot new clothing company

- 5.** The best new look to sport in school is:
- a.** Suspenders with anything
 - b.** Sports team shirts and jeans
 - c.** Flannel and plaid anything



- 6.** A lot of great bands have names from the four food groups. Which of the following are not mad bands?
- a.** the cranberries
 - b.** Franks 'n' Beans
 - c.** Red Hot Chili Peppers
 - d.** Wonder Bread
 - e.** Green Jelly

Drawn by
Shari Moraueji, 10
San Jose, CA



- 7.** The hottest new sport around is:
- a.** Roller-Frisbee
 - b.** Badminton
 - c.** Roller hockey
 - d.** Volleyball
- 8.** The coolest thing on a hot summer day is:
- a.** Super Big Gulp
 - b.** Super Soaker
 - c.** Super Slurpee
 - d.** *Superman* (the movie)



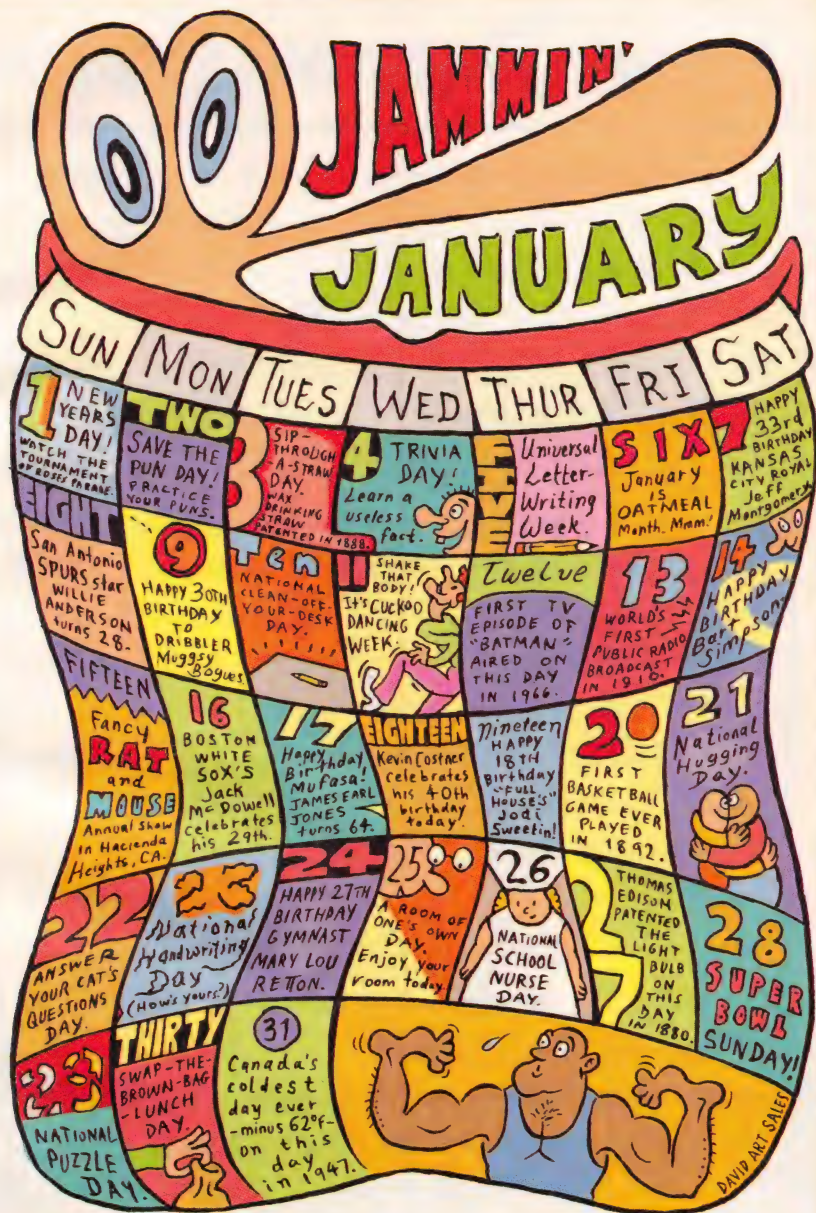
- 9.** Sheryl Crow and the Counting Crows are:
- a.** A sister and her three brothers
 - b.** Names your kid sister gave the birds in your backyard
 - c.** Hot singers who will be big in '95
- 10.** Cool is always cool. But you could also say:
- a.** Mad
 - b.** Sick
 - c.** Groovy
 - d.** Kooky



ANSWERS












you'll be ultra-hip!
0 to 3 points: Ouch!
Guess you liked 1994 so
much, you don't want to
leave! Common, get with
the program—1995 is
way live!




Give yourself one point for each correct answer. You need to get all parts correct to score one point. 1) True; 2) Nobody knows yet—you get a point just for answering! 3) a, c and d; 4) a and c; 5) a, b and c; 6) b and d. We bet by mid-year, Sick! Sick! You're the sickest kid around, and that's way cool! 4 to 6 points: Not weak, not sick, just in-between. We bet by mid-year,



ENTER OUR

Junior Reporter Contest

We're going to choose 25 Junior  Reporters from all around the  country. If you're chosen, you'll get the chance to cover anything that's  hot, hip and totally happening for **1** year. You'll also receive a D.A. Press kit, including a  camera, tape recorder,  notebook, five pens and an unofficial D.A.  Press Pass. To enter, fill out the application on the next page and complete one of the following assignments: **1** Pick a  celebrity you'd like to see on the cover. Give us five  questions you'd like to ask him or her; **or**  write us  a letter on the topic "Why I Think I'd Be the Best D.A. Junior Reporter Ever" **or** **3** send in ideas  for five stories you'd like to read in DISNEY ADVENTURES.

REMEMBER: **1** Your entry must be postmarked no later than  January 13, 1995.  You have to be at least  seven years old but not more than 14 years old as of January 13, 1995. **3** Fill out the entry form completely!

Q W R T Y U P H
A S D I G L

ENTRY FORM

NAME _____

ADDRESS _____

CITY, STATE, ZIP CODE _____

PHONE NUMBER () _____

BIRTH DATE: Month _____ Day _____ Year _____

I did not have any help completing my Junior Reporter assignment.

YOUR SIGNATURE _____

ONE OF YOUR PARENTS' SIGNATURES ON THE LINE INDICATED BELOW.

I AM A PARENT OF _____ (APPLICANT) . I HAVE READ THE JUNIOR REPORTER

CONTEST OFFICIAL RULES, AND I CONSENT TO _____ (APPLICANT) PARTICIPATING

IN SUCH CONTEST. I AGREE THAT SUCH RULES SHALL APPLY AND BE BINDING BOTH

WITH RESPECT TO THE CONTEST AND JUNIOR REPORTER ACTIVITIES WHICH

_____ (APPLICANT) MAY BE INVOLVED WITH AS A POSSIBLE WINNER.

PARENT _____ (APPLICANT) DATE _____

MAIL TO: DISNEY ADVENTURES, Junior Reporters, 114 Fifth Avenue, New York, New York 10011

© 1995 The Walt Disney Co.

JUNIOR REPORTER CONTEST OFFICIAL RULES

- 1. No purchase necessary.** All entries must be postmarked by January 13, 1995, and mailed, postage prepaid, to Junior Reporters, DISNEY ADVENTURES, 114 Fifth Avenue, New York, New York 10011. Mechanically reproduced entry forms are acceptable. Winner will be chosen by the editors of DISNEY ADVENTURES magazine on the basis of creativity and originality. The editors' decisions are final. **2.** Limit one entry per person and one winner per household. The contest is open to residents of the United States, including its territories and military installations. Employees of Disney Magazine Publishing, Inc., The Walt Disney Company, Disneyland, or their affiliated companies, and the families of each are not eligible to enter this contest. All submissions become the property of Disney Magazine Publishing, Inc., may be published or otherwise used at the discretion of the editors without compensation or acknowledgment, and will not be returned. **3.** Disney Magazine Publishing, Inc. is not responsible for lost, late or misdirected mail. **4.** This contest is void in Quebec and where prohibited by law. All federal, state and local laws apply to this contest. **5.** The winners will be selected on or before February 28, 1995, and will be notified by mail on or before March 1, 1995. **6.** Winners will be invited to submit articles to DISNEY ADVENTURES magazine for possible publication. All rights to such articles shall become the property of DISNEY ADVENTURES magazine, including, but not limited to, the worldwide right for the full term of copyright to edit, publish in any media or not publish all or any parts of such articles and to use all or any parts of such articles in promotional materials for DISNEY ADVENTURES magazine. **7.** The decision to publish or not to publish all or any parts of articles which are submitted will be made by the editors of DISNEY ADVENTURES magazine. The editors' decisions shall be final. No compensation will be paid for articles. **8.** No employment or other relationship than contest winner will exist between DISNEY ADVENTURES magazine and contest winners. Junior Reporters will have no authority to commit DISNEY ADVENTURES magazine, and applicants acknowledge that DISNEY ADVENTURES magazine will not be responsible for the actions of Junior Reporters or for any injury or other harm or damage which may occur by reason of any Junior Reporter undertaking a project or writing an article. **9.** Winners will be required to submit a picture of themselves and to grant DISNEY ADVENTURES magazine the same rights with respect to such picture as are granted for articles pursuant to paragraph 6 above. **10.** For a list of contest rules, send a self-addressed, stamped envelope to: DISNEY ADVENTURES, Junior Reporters, 114 Fifth Avenue, New York, New York 10011. **11. PRIZES:** Twenty-five (25) winners will receive a D.A. Press Kit, containing (1) tape recorder, (1) camera, (1) notebook, (5) pens and (1) unofficial D.A. Press Pass (approx. retail value: \$100). Each winner will be a D.A. Junior Reporter for one year beginning May 1, 1995, and ending May 1, 1996. Winners will not be required to submit articles but will be offered the opportunity to do so.



D.A.'s

Way

COOL

School

Talk about being true to your school! D.A. wanted to find the coolest school in the universe, and more than 2,000 of you wrote us with your nominees. Here's our pick for the coolest school: E. Joseph La Liberte Junior High School in Raynham, Massachusetts (nominated by Renee Carr and Stacy Cummings).

They wrote: Here are the top **10** reasons why E. Joseph La Liberte Junior High is the Coolest School in



North America: **10.** Tons of activities: cookouts, dances and ski trips.

9. Fun field trips—like whale watching or visiting

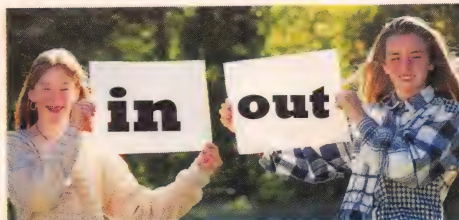
the Boston Science Museum and Boston's Fenway Park. **8.** Awesome pep rallies! One time, the boys' basketball team dressed as cheerleaders and did a cheer, and the cheerleaders dressed like basketball players and talked macho. **7.** Community involvement: Every holiday season the student

council visits the homes of elderly people to clean house, wrap presents and sing Christmas carols.

6. Cool teachers! They get into their topics and make you want to learn. **5.** Mr. O., a really cool seventh-grade social studies teacher. He wanted students to learn what a dictatorship was. So, he acted like a dictator—but didn't tell anybody what he was doing. A lot of kids got mad because he seemed so mean, but at the end of class he said, "And that's what a dictatorship is." Everybody got the point. **4.** TV Time. At the end of every day, students kick back and watch Channel One, a national educational station for schools. **3.** Big pets! The student council adopts whales every year. Last year's whales were named Onyx, Midnight and Patches. **2.** Annual Blast to the Past Party! Every year the eighth-grade class puts on a '50s and '60s show, and kids wear poodle skirts and white T-shirts to school. *And (drum roll please) the number one reason why E. Joseph La Liberte Junior High is D.A.'s Ultimate Cool School...*

1. Super Sports Teams! Last year the boys' baseball team was first in its league, and the girls' basketball team has been undefeated two years in a row!

ULTIMATE Ins & Outs



D.A.'s Coolest School tells you what's up in the new year, (with eighth graders Stacey Cummings and Renee Carr holding the signs).

CLOTHES

Jeans, T-shirts,
flannels

Neon, anything
bright

SLANG

"What's up?,"
"Cool," "Funky"

"Gnarly,"
"Tubular"

MUSIC

Rap, alternative rock,
heavy metal

Country, oldies

MOVIES

Forrest Gump, *Ace Ventura: Pet Detective*,
The Lion King

Lassie, Return of Jafar

TELEVISION

"Home Improvement,"
"Seinfeld," "The Real World"

"Sister, Sister"

BOOKS

Horror stories,
mysteries, anything
about sports

Science fiction,
biographies

SPORTS

Basketball, football,
soccer

Volleyball, tennis

FOOD

Pizza, fast food,
Chinese food

Mexican food,
brussels sprouts

PETS

Dogs, cats, bunny
rabbits

Fish, hamsters

D.A.'s

Goofy

YEARBOOK

1



Aaahhh! It's Cousin It!
Oh....It's just Yariisa
Brutus, 10, from Chicago,
Illinois, with some major
hair action going on!

2



Is that a
large furry
rodent on
your head, or is it really your
hair? Say it isn't so! This is a pic
of Mike Chiappe from Hoffman
Estates, Illinois, when he was
five. He's now 11, and we hear
his hair is behaving. Seeing is
believing, Mike—send us a
recent photo to prove it!

3



Whoa! Are #2 and #1
related? Looks Like
Amanda Smirniw
(8 when this photo
was snapped; 11 now)
was also having a
bad hair day.

Only **52** of you were brave enough to send us your **goofiest** school photos! And we can see why! If we had photos like those, we'd make like an ostrich and bury our heads...*forever*! But join us as we salute (and make fun of!) these courageous kids in D.A.'s **Goofy** Yearbook.

4



Hyuk! Hyuk! Chris Dunn, 11, from West Palm Beach, Florida, gives Disney's Goofy some *serious* competition.

5

Good job, Kimo Grant Johnson, 7, from Ocean City, Maryland. We have nothing more to say!



6



We hear Screech from "SBTB" wants you, Allan DeLaurell, 15, from San Diego, California, as a stand-in!

INDIANA JONES®

Greatest Adventures

RAIDERS OF THE LOST ARK

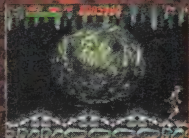
THE TEMPLE OF DOOM

THE LAST CRUSADE

But this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!



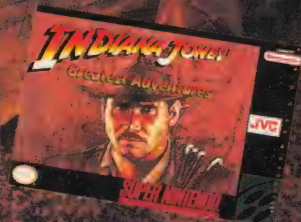
It wouldn't be Indy without Mode 7 graphics...



You'll need your Indy ingenuity to survive all those boobey traps.



**Wear the hat through
Raiders Of The Lost
Ark, The Temple of
Doom and The Last
Crusade!**



Ticket



**Your
Guide
to TV,
Movies,
Music
and
More**



VIDEO

Sherlock Holmes, beware! Super-

duper snoopers Mary-Kate and Ashley hit the detective trail with the Olsen and Olsen Mystery Agency. In "The Adventures of Mary-Kate and Ashley Olsen" 12-part video series, the "Trenchcoat Twins" don't just sniff out mysteries, they sing "AAAAHHHH!" while they do it! Their motto: "We'll solve any crime by

dinnertime." One dark and spooky night, D.A. watched "The Case of Thorn Mansion." We didn't get scared, but it was lots of fun. Their little sister, Lizzie, rocks out,

too. Even so, the twins tell her, "Hasta la vista, li'l sista!" But we won't say "hasta la vista" to the twins' videos—at least not until we've watched all 12!

**The Olsen
twins
become the
"Trenchcoat
Twins."**

"AAAAHHHH!"

"THERE'S TWO OF US!"





Louisa May Alcott's classic

novel **Little Women** is now a movie starring Winona Ryder (*Reality Bites*), Samantha Mathis (*Once Upon a Forest*), Claire Danes ("My So-Called Life") and Christian Bale (*Newsies*). It's the story



Little Women, the movie

of four sisters and their mom living in 19th century New England. ...Think dumb. And dumber. That about describes Jim Carrey—

A MASTER OF

Pages

One of the coolest things about growing up has to be getting to do things you dreamed about doing as a kid. Take David



Kirschner, who wrote and produced *An American Tail* and *Hocus Pocus*.

He was fascinated by books as a kid. Now as an adult, he has transformed his love of reading into his latest movie, *The Pagemaster*.

D.A.: How did you get the idea for *The Pagemaster*?

D.K.: I took my daughters to the New York Public Library and saw how amazed they were by the rows and rows of books. It reminded me of when I was a kid. I always wondered what happened at midnight when the books slid off the shelves and the imagination came to life.

D.A.: If you could enter the

worlds of any three books, which would they be?

D.K.: *Treasure Island*, *Dr. Jekyll and Mr. Hyde* and *Moby Dick*. And *Lord of the Rings*, if I could choose four.

D.A.: Tell us about *The Pagemaster's* cast.

D.K.: Whoopi Goldberg (*Sister Act*) is Fantasy. She's an in-your-face fairy godmother. Patrick Stewart ("ST:TNG") is Adventure, kind of a cross between Arnold Schwarzenegger and Sylvester Stallone. He and Whoopi are always at each other. Frank Welker [the voice of "Tiny Toon Adventures'" Gogo Dodo and Slimer in "The Real Ghostbusters"] is Horror. His father was an encyclopedia and his mother was a paperback, so he's always felt a little misshelved in life! All he wants is a happy ending.

—Liz Smith

who has shed his *Ace Ventura* getup and his green mask—and Jeff Daniels.

They play two guys with way-low IQs who stumble on some big

money in *Dumb and Dumber*. About his new dumb 'do, Jim says, "I borrowed it from Spock." ...If you're a big Macaulay Culkin fan, you're in luck, cuz the mighty Mack is starring in not one, but *two*



Jim Carrey gets a Spock 'do.



holiday movies. In ***The Pagemaster***, he's a real boy who is transformed into a cartoon; in ***Richie Rich***, he plays a comic book character who's now a real boy. Everything revolves around money for RR—

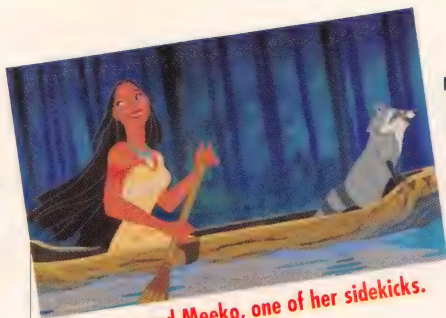


Richie Rich and Dollar.

his dog's name is Dollar!—but he learns that having big bucks isn't everything. ...The simple bear necessities come to life in ***Legends of the Jungle Book***, the live-action version of ***The Jungle Book***. Jason Scott Lee stars as Mowgli the



Mowgli hangs in the jungle.



Pocahontas and Meeko, one of her sidekicks.

man-cub. Think Shere Kahn was scary as a cartoon? Wait till you see him as a ferocious

real tiger! ...Take your very first look at ***Pocahontas***, Walt Disney's newest

animated film, out in June. A short preview will play before ***The Lion King***, which has returned to theaters.



The votes are in for D.A.'s Music

Awards! We won't tell you the winners until next month, but the semifinalists in the top three categories are...

Your Favorite

Male Singer:



Brooks, Eddie Vedder, Steven Tyler,

Michael Jackson, Jon Secada

Your Favorite Female

Singer: Lisa Loeb, Mariah Carey,

Janet Jackson, Whitney Houston, Sheryl Crow



Your Favorite Group:

Ace Of Base, Aerosmith, All-4-One, Green Day, Nirvana



Who will win? We're keeping the winners' names under tight security. Tune in to the February issue of **DISNEY ADVENTURES**, when we'll announce, "And the winners are..."

Son of Santa



these really neat backpacks

Think your dad is embarrassing? Imagine what he'd be like if he grew a long white beard and his belly wiggled like jelly! In *The Santa Clause*, that's exactly what happens to Charles Calvin, played by

E.L.: It was weird. The suit looked real to me, and Tim looked like a totally different person.

D.A.: What were the animatronic (mechanical) reindeer like?

with batteries and these two rocket things on the sides that help them fly. There are lights all over the backpack and switches down the side.

D.A.: We see you're wearing a Toronto Blue Jays shirt. Did you go to any Blue Jays games while you were filming in Toronto?

E.L.: One. I fell on a rock and knocked my two front teeth loose. But my new teeth are coming in...finally!

D.A.: Since you're already getting your two front teeth, what do you want Santa to bring you?

E.L.: I want this really big truck that I can put my favorite toy cars in and three Lion King dolls: the mom, the dad and Pumbaa. I'd also really like the *Jurassic Park* videotape 'cause I haven't seen it yet.

—Kim Lockhart



8-year-old Eric Lloyd. His dad, played by "Home Improvement" dad Tim Allen, accidentally makes the "real" Santa fall off a roof—and then takes his place as the jolly old elf. We talked to Lloyd about all the holiday happenings on the set.

D.A.: What did you think the first time you saw Tim Allen in the Santa Claus suit?

E.L.: They were neat. When they started moving they looked very real.

D.A.: Did you get to ride any of them?

E.L.: No, but my character becomes good friends with Comet.

D.A.: We hear there's an Elf SWAT team in the movie.

E.L.: Yeah, they have



You say you just went down to the comics shop

to pick up the latest issue of the *X-Men*, and it wasn't there? In fact, you couldn't find *any* of your favorite X-books around?

Don't worry, you're not losing your mind. But something pretty drastic is in the works. This month a time-traveling villain jaunts into the past and murders Professor X. Starting in January, all the mutant books that we know and love will be replaced with stories from an alternate present. Here's the new lineup:



HEY, BUB,
I DON'T EXIST
ANYMORE!

- ⊗ *X-Men* turns into *Mutants: The Amazing X-Men*;
- ⊗ *Uncanny X-Men* turns into *Mutants: The Astonishing X-Men*;
- ⊗ *X-Factor* turns into *Factor-X*;
- ⊗ *Excalibur* turns into *X-Calibre*;
- ⊗ *X-Force* turns into *Gambit & the X-Ternals*;
- ⊗ *Generation X* turns into *Mutants: The Generation Next*;

- ⊗ *X-Men Unlimited* turns into *X-Men Chronicles*;
- ⊗ *Cable* turns into *X-Man*;
- ⊗ *Wolverine* turns into *Weapon X*.

Although Marvel wouldn't tell us how long this will go on, word on the street is that in four months, you just might see things get back to normal—or as normal as things ever get in the wacky world of the “X-Men”!

Statement of Ownership and Circulation
(Required by 39 U.S.C. 3685)

1. Title of Publication: DISNEY ADVENTURES
2. Publication Number: 008-483
3. Date of Filing: September 27, 1994
4. Issue Frequency: Monthly
5. No. of Issues Published Annually: 12
6. Annual Subscription Price: \$19.95
7. Complete Mailing Address of Known Office of Publication: 500 S. Buena Vista St., Burbank, CA 91521
8. Complete Mailing Address of Headquarters or General Business of Publisher: 500 S. Buena Vista St., Burbank, CA 91521
9. Full Name and Complete Mailing Address of Publisher, Editor and Manager Editor:
Publisher: Nina Lawrence, 114 Fifth Avenue, New York, NY 10011
Editor: Phylliss Ehrlich, 500 S. Buena Vista St., Burbank, CA 91521
Manager Editor: Suzanne Harpner, 500 S. Buena Vista St., Burbank, CA 91521
10. Owner: The Walt Disney Company, 500 S. Buena Vista St., Burbank, CA 91521
11. Known Bondholders, Mortgagees and other Security Holders owning or holding 1% or more of total amount of Bonds, Mortgages or other Securities: None.
12. For completion by Nonprofit Organizations Authorized to mail at Special Rates.
13. Publication Name: DISNEY ADVENTURES
14. Issue Date for Circulation Data Below: November 1994

15. Extent and Nature of Circulation: Average Number of Copies each Issue During Preceding 12 Months:

- a. Total Number Copies (net press run): 1,449,155
 - b. Paid or Requested Circulation:
 1. Sales Through Dealers and Carriers, Street Vendors and Counter Sales (not mailed): 350,179
 2. Paid or Requested Mail Subscriptions: 608,259
 - c. Total Paid and/or Requested Circulation (sum of 15b(1) and 15b(2)): 958,438
 - d. Free distribution by Mail (Samples, complimentary and other Free): 3,667
 - e. Free Distribution Outside the Mail (Carriers and other Means): 6,980
 - f. Total Free Distribution (Sum of 15d and 15e): 10,647
 - g. Total Distribution (Sum of 15c and 15f): 969,085
 - h. Copies not Distributed:
 1. Office use, leftovers, Spoiled: 2,691
 2. Returns from News Agents: 477,379
 - i. Total (sum of 15g, 15h(1) and 15h(2)): 1,449,155
- Percent Paid and/or Requested Circulation (15c/15g x 100): 99%

16. This Statement of Ownership will be Printed in the January 1995 Issue of this Publication.

17. Signature and Title of Editor, Publisher, Business Manager, or Owner:
Thomas Slater, Director of Circulation

Win a Trip to Hollywood!

Be one of the first people to ride Disneyland's "Indiana Jones Adventure: Temple of the Forbidden Eye" scheduled to open in Spring of '95!

Plus \$500 spending money!

Runner-Up prizes include:

FIRST RUNNER-UP(1):

Super NES System and a library of JVC software

SECOND RUNNER-UP(12):

Indiana Jones' Greatest Adventures for Super Nintendo

To enter, just answer this question:

How many levels are there in the Indiana Jones' Greatest Adventures Super Nintendo game?

Then, send your name, address, birthday, telephone number and the answer to the question on a 3" x 5" piece of paper by January 15th to:

The Indiana Jones' Greatest Adventures Sweepstakes, 2121 Broadway, Ste. 200, Redwood City, CA 94063




Official Rules. No purchase necessary.

1. On a 3x5 card, print your complete legal name, address (including zip code), daytime phone number (including area code), and birth date and the answer to the following question: "How many levels are there in the Indiana Jones' Greatest Adventures Super Nintendo game?" 2. Mail your completed entry to: Indiana Jones' Greatest Adventure Sweepstakes, 2121 Broadway, Suite 200, Redwood City, CA 94063 (limit one entry per person per envelope). Entries must be received by January 15, 1995. Disney Magazine Publishing, Inc. and JVC Musical Industries, Inc. are not responsible for lost, late, illegible or misdirected mail. Mechanically produced or photocopied entries will not be permitted. 3. Winners will be selected in a random drawing, by JVC Musical Industries, Inc., to be held on or about January 15, 1995 from all eligible entries received. The decisions of the judges are final. 4. Sweepstakes participation is open to residents of the U.S., who as of January 15, 1995 are at least 7 years old, excluding its territories, and overseas military installations. Employees of Disney Magazine Publishing, Inc. and JVC Musical Industries, Inc., their parent and affiliated companies, their advertising and promotions agencies, and the families of each are not eligible. Void in Puerto Rico, and where prohibited by law. All federal, state, and local laws and regulations apply. All entries will become the property of JVC Musical Industries, Inc. and will not be returned. 5. The odds of winning depend upon the number of eligible entries received. Parents/legal guardians of potential Grand Prize winner, if a minor, must sign and return a written Affidavit of Eligibility and Release of Liability form within ten (10) days of attempted delivery of same. Noncompliance within that time period, or return of any prize notification as undeliverable, will result in disqualification and an alternate will be selected. Disney Magazine Publishing, Inc., and JVC Musical Industries, Inc. will not be responsible for lost or misdirected prizes. 6. Potential winners will be notified by mail. Grand Prize will be awarded in the name of the parent/legal guardian. Limit one prize per family/household. No cash equivalent, substitution, or transfer of prize permitted. Winner must accompany any travelers, and all travelers will be required to execute a

Release of Liability prior to ticketing. Travel is subject to availability. Grand Prize winners are responsible for trip taxes, tips and incidentals, and must agree to travel within the dates to be specified by the sponsor. All federal, state, and local taxes are the sole responsibility of the winners (or their parent/guardian). 7. Acceptance of prize offered constitutes permission to use winner's name and/or likeness, and those of any guests traveling with the winner, for advertising, trade purposes, and promotional use without further compensation, except where prohibited or restricted by law. All prizes will be awarded. 8. PRIZES: One (1) Grand Prize: A 3 day/2 night trip for four persons to Hollywood, California, including round-trip coach air transportation from airport closest to winner's home, hotel accommodations (1 room), \$500 spending money, one rental car, and 4 one-day Disneyland passes. Grand prize winner will be one of the first people to ride the new Disneyland attraction: Indiana Jones & the Temple of the Forbidden Eye. Estimated retail value: \$3200. One (1) First Prize: Super NES System and JVC Musical Industries, Inc. video library of software valued at \$689.95. Twelve (12) Second Prizes: Indiana Jones' Greatest Adventure Games. Each valued at \$69.95. 9. For a copy of these Official Rules or a List of Winners, available after January 15, 1995, please send a self-addressed stamped envelope to: Official Rules/List of Winners, Indiana Jones' Greatest Adventure Sweepstakes, 2121 Broadway, Suite 200, Redwood City, CA 94063.

©1994 Lucasfilm Ltd. and LucasArts Entertainment Co. Indiana Jones is a registered trademark of Lucasfilm Ltd. Indiana Jones' Greatest Adventures is a trademark of Lucasfilm Ltd. All rights reserved. Used under authorization. Nintendo, Nintendo Entertainment Systems and Super Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.



The Galaxy's the place to be these days. What with a new movie, *Star Trek: Generations*, now in theaters, and a new TV show, "Voyager," airing in January, the Star Trek phenomenon continues to shine. D.A. had Scotty beam us up so we could take a sneak peek at all the intergalactic happenings. Come along with us as we boldly go where no kids magazine has gone before and discover...

THE SECRETS OF

by Jennifer Egger,
Kim Lockhart,
Heidi MacDonald and
R. Brooke Primero



STAR TREK

BATTLE

OF THE

U.S.S. VALIANT



William Shatner

William Shatner beamed down for a few minutes to talk to D.A. about *Star Trek: Generations*. (And we don't care what happened in the movie—Captain Kirk lives!)

D.A.: In the movie, Captain Kirk finally meets Captain Picard. Was it fun?

W.S.: I enjoyed it immensely. He's a very fine gentleman and wonderful actor.

D.A.: What do you think Captain Kirk would admire most about Captain Picard?

W.S.: His intelligence.

D.A.: What would be Kirk's greatest strength versus Picard?

W.S.: His ability to turn tail and get out as quickly as possible.

D.A.: But Kirk always was a very brash captain.

W.S.: I know, but it was a bum rap. In fact, he was very cool at giving up the battle and getting out of there.

D.A.: What do you think makes a good captain?

W.S.: Being strong and courageous, stalwart, romantic and intelligent. And being cute. You gotta be cute to be a captain!

D.A.: On "ST:TNG," Captain Picard has a tactical move named after him, the "Picard Maneuver." If you had a move named after you, what would it be?

W.S.: It would be the "Slip-and-Slide Maneuver." That's a Kirk maneuver where he slips under the enemy, slides beneath him and gets him from behind. There's another maneuver that has been used a great deal on the Enterprise—the "Kirk Jerk." That's a slingshot maneuver that takes you back in time.

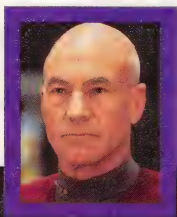
CAPTAINS

D.A.: Who did you want to be when you were a kid?

W.S.: I wanted to be Captain Kirk.

D.A.: Really? You wanted to be a starship captain?

W.S.: I wanted to be on a series called "Star Trek!"



**Patrick
Stewart**

We don't know who travels more, a Starfleet captain or actor Patrick Stewart! D.A. chased Captain Jean-Luc Picard of "Star Trek: The Next Generation" all over the globe to gab with him. We squeezed in a few questions before he got a subspace transmission telling him to return to the set.

D.A.: How did you like working with William Shatner?

P.S.: He's charming and has a great sense of irony and self-mockery. We had a grand time and ended up being friends.

D.A.: What would Captain Picard think of Captain Kirk?

P.S.: I think he would find him brave, dedicated, impetuous, perhaps occasionally lacking in judgment but, without doubt, totally committed to his job.

D.A.: What do you think makes a good Starfleet captain?

P.S.: Many of the things I mentioned regarding Kirk would apply. You'd have to be a psychologist of human behavior. And of course, to be completely free of prejudice is of prime importance. One of Picard's characteristics that makes him an effective leader is the ability to listen to others.

D.A.: Would you want to travel into space in real life?

P.S.: Yes. I am deeply envious of today's astronauts, and I would love to join them. It would be as great a thrill as one could have in the late-20th century.

BATTLE

OF THE CAPTAINS



OK, so who's the top man on the Enterprise? The argument between D.A. staffers Heidi and Jennifer has been raging through the halls. Heidi picks Kirk while Jen goes for Picard. They made a list to show how the captains compare.

James T. Kirk

Jean-Luc Picard

LEADERSHIP

▲ Bold and decisive shoot-from-the-hip leadership style; doesn't always use his head. ▲ Likes to get down-and-dirty and investigate problems himself. ▲ Can maneuver

his way around a phaser.

▲ Has saved the Federation.

▲ Wise and distinguished; commands absolute obedience from crew but is smart enough to ask for their advice. ▲ Usually sends "away team" and runs things from the bridge. ▲ The "Picard Maneuver" is known throughout the Federation.

▲ Has saved the Universe.



▲ Denies hair loss. ▲ Likes to dress up as a cowboy, gangster or migrant worker.

FASHION

▲ Bares his chest to fight gladiators on Triskelion.

▲ Bares his chest to drink tea in quarters.

▲ Accepts hair loss.

▲ Likes to dress as a detective.



SOCIAL SKILLS

▲ Relies on humanoids (Spock, McCoy) for advice. ▲ Speaks fluent English. ▲ When he sees a woman he likes he isn't afraid to let her know.

▲ Relies on android (Data) for advice. ▲ Speaks fluent English, French and Klingon. ▲ Has never told Dr. Beverly Crusher how he feels about her.



Kate



Mulgrew

In "Star Trek: Voyager," the newest TV series in the continuing adventure, **Kate Mulgrew** plays Captain Kathryn Janeway, the first female Starfleet commander—at least the first we've actually seen in action! (A little-known "Star Trek" footnote mentions an earlier Enterprise captain named Rachel Garrett.) On a rare break from shooting "Voyager," Kate talked to D.A. about her trailblazing character and the new show.

D.A.: How would you describe Captain Kathryn Janeway?

K.M.: Captain Kathryn Janeway is an expert science officer. She's naturally authoritative and

commanding. She's also kind, passionate, funny and very warm—that side has to be handled very carefully. She has to let these manly men know that she has the ultimate power.

D.A.: How are you like her?

K.M.: Oh, in many ways. She's a worker and a fighter and believes in herself and in her goals. She believes in the future of the galaxy and of science, which is her passion, as acting is mine.

D.A.: How are you different?

K.M.: She has an extraordinary grasp of science, which has eluded me.

D.A.: What makes a good Starfleet captain?

K.M.: Absolute, unerring loyalty to your ship and crew. And you must set an example. If the captain falters, the crew will falter, too. On "Voyager," we're alone in an uncharted part of the galaxy and Kathryn must make her crew believe that somehow, they will get home. The ability to do that is rare and extraordinary.

D.A.: Is Janeway like any of the other "Star Trek" captains?

THOLIA

U.S.S. VALIANT
LOST

K.M.: No, with the exception of their basic leadership qualities. She's her own person.

D.A.: Janeway escapes into holo-novels to relieve stress. What are holo-novels?

K.M.: They're a very clever idea. You create your own story and all the characters, and the story comes to life in the holodeck. In the first episode, I'm a pioneer woman crossing the prairie with my family, and we run into some trouble.

D.A.: What novel would you invent for yourself?

K.M.: If I had to choose, I'd want to be a Renaissance artist.

D.A.: What's it like to lead such a culturally diverse crew?

K.M.: I think it pleases Janeway. Cultural bias is something we're really struggling with now, but this show takes place 400 years in the future, when there should be no cultural bias at all. Janeway's at ease dealing with all her crew members, and no distinctions are made. It's a brilliant concept...almost as brilliant as having a female captain.

VISIONS OF VOYAGER

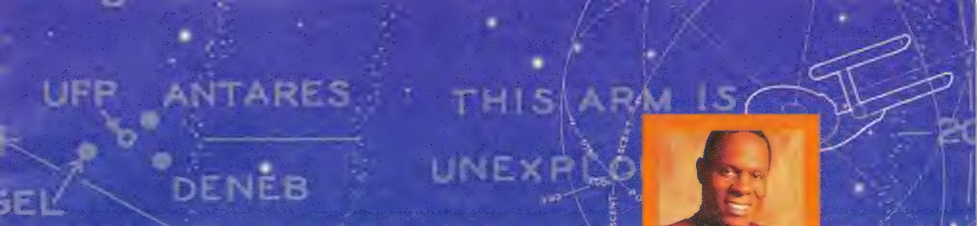


Grab the remote and transport yourself into "Voyager," the newest Trek adventure, starting in January.

The show begins in a distant corner of the galaxy. The USS Voyager and a ship of Federation outlaws called the Maquis are (oops!) hurled into a galaxy far away. In order to get home, the USS Voyager crew, led by Captain Kathryn Janeway, must join forces with the Maquis crew. No matter which Trek alien you idolize, you're sure to find a role model on the Voyager crew!

NAME: Kathryn Janeway **ACTOR:** Kate Mulgrew
RANK: captain **RACE:** human **THE DATA:** Janeway is the first female "Star Trek" commander on TV.

NAME: Chakotay **ACTOR:** Robert Beltran **RANK:** first officer, former captain of the Maquis ship. **RACE:** human **THE DATA:** This Native American once served in the Starfleet but left because he didn't agree with the Federation's ideas.



NAME: Tom Paris **ACTOR:** Robert Duncan McNeill
RANK: lieutenant **RACE:** human **THE DATA:** Paris has been in trouble with the Federation, but he helps the missing ship in the first episode.

NAME: Harry Kim **ACTOR:** Garrett Wang **RANK:** operations/communication officer **RACE:** human
THE DATA: He's a 21-year-old graduate of Starfleet Academy who was a major brain in school.

NAME: B'Elanna Torres **ACTOR:** Roxann Biggs-Dawson **RANK:** chief engineer **RACE:** half-human, half-Klingon **THE DATA:** Torres left Starfleet Academy because being half-human, half-Klingon kind of whacked her out. She's tough, knowledgeable and independent, and she doesn't like the Klingons.

NAME: Tuvok **ACTOR:** Tim Russ **RANK:** Starfleet tactical/security officer **RACE:** Vulcan **THE DATA:** He's 150 years old, and uses his intelligence, experience and physical skills to inspire the crew in battle. However, his Vulcan calm makes him a valued peacekeeper as well.

NAME: Doc Zimmerman **ACTOR:** Robert Picardo
POSITION: resident physician **RACE:** holographic human figure **THE DATA:** Voyager's real doctor was killed, so Janeway activated a new test device, the Starfleet experimental medical hologram program. Doc practices his bedside manner in the holodeck and is programmed with up-to-date medical information.

NAME: Neelix **ACTOR:** Ethan Phillips **POSITION:** guide, cook, all-around handyman **RACE:** really weird alien
THE DATA: Neelix comes from an unexplored galaxy. He has great instincts, which have helped him survive in this dangerous part of space.

NAME: Kes **ACTOR:** Jennifer Lien **POSITION:** resident dreamer **RACE:** Ocampa **THE DATA:** The only problem: The Ocampa only have a nine-year lifespan, so Kes is technically only 1 year old. Still, she looks about 20 in earth years.



Avery Brooks, who plays Commander Benjamin Sisko on "Star Trek: Deep Space Nine," has been doing two tough jobs—keeping the peace between alien races and raising his son. D.A. called Brooks to get the latest news direct from the Federation's space station.

D.A.: Will Sisko ever get to leave the space station?

A.B.: Yes, he's in a more kinetic mode this season.

D.A.: Sisko has to be very diplomatic. Is there a rule for dealing with aliens?

A.B.: Sisko accepts all species. He's as curious about all living things as when he was eight years old.

D.A.: What's the hardest thing about raising kids in space?

A.B.: The same things that are hard on Earth. It never changes.

D.A.: What do you think makes Sisko a good commander?

A.B.: My loud and deep voice.

10 SECRETS

OF THE ENTERPRISE

You're a total Trekkie. You think you know all there is to know about the Starship Enterprise. Well, think again! After researching the starship's technical manuals, D.A. has come to the scientific conclusion that there's no way *anybody* can know *everything* about the Enterprise. We did, however, uncover a few little-known tidbits that every Trekkie should know.

1. Captain's Yacht

The captain's yacht is a multipurpose spacecraft that transports important diplomats. It's never been seen on the show, but Patrick Stewart says Captain Picard's yacht is named Calypso, after marine biologist Jacques Cousteau's ship.

2. Engineering

The Enterprise gets its get-up-and-go from the combustion of matter and antimatter in the engine room. The Federation speed limit is Warp 5, but the Enterprise can reach a maximum speed of Warp Factor 9.9, or 3.053 times the speed of light.

3. Lifeboats

The Enterprise is equipped with 400 ejectable lifeboats designed to meet the crew's short-term survival needs in case

of a major emergency. Each vehicle can zoom away from the ship at a minimum velocity of 40 meters per second. Each one is equipped with life support systems for four to six people and can join other lifeboats to enhance chances of survival.

4. Living Quarters

Each crew member is assigned a bedroom, living/work area and a small bathroom. Food synthesizer terminals, sonic showers, zero-gravity sleeping chambers and personal holographic viewers are added comforts. But don't even think about moving the furniture around. Only people assigned to the ship for more than six months are allowed to redecorate.

5. Personal Communicators

All crew members wear current StarFleet-issue communicators to maintain voice contact while on the ship and during off-board missions.

6. Shuttle Crafts

The Enterprise has three major shuttlebays and at least 37 shuttles. Some of the more noteworthy names attached to the ship's minispaceships include: *Onizuka* (named after the Space Shuttle Challenger astronaut), *Pike* (after Christopher Pike, an early Enterprise captain, *not* the author) and *Indiana Jones* (after the noted archaeologist).

7. Sick Bay

Located on Deck 12, the Enterprise's medical department actually consists of two areas. The main infirmary includes two intensive-care wards, a lab, Dr. Crusher's office and a small nursery. The second area has all that plus two operating rooms, a physical therapy site and a zero-gravity therapy ward. There's also a separate dental office (no doubt for keeping *Worf's* teeth pearly white) and a full biohazard isolation unit.

8. The Ship

The Enterprise-D seen in *Generations* is the fifth StarFleet vessel to be called the Enterprise. (They're really attached to this name, huh?)

9. Tractor Beams

When "ST:TNG" first hit the airwaves, the Enterprise was equipped with one tractor beam emitter at the base of the engineering section's Fantail. It was used primarily to tow other ships. But as the crew traveled farther and encountered bigger obstacles (like asteroids and Romulans), the ship sprouted seven more emitters to help it push, pull and control objects.

10. Water and Sewage Recycling

Each Enterprise crew member creates about 52 liters of wastewater and sewage per day. Since there aren't any galactic garbage dumps, the starship recycles a lot of its wastewater. Treatment and recycling units filter out the solid waste. Then contaminants are removed and the water is superheated for sterilization and filtered. Then it's returned to a freshwater storage tank for reuse.



tlhIngan Hol
Dajatlh'a'
(Do you speak
Klingon?)

Klingons are a get-to-the-point kind of people. Most people greet each other by saying something like,

"Hello. How are you?" Not Klingons! They growl, "nuqnEH!" which means "What do you want?" This is the only real greeting in the 10-year-old Klingon language, called *tlhIngan*, which was developed for the third *Star Trek* movie.

It's now grown into a real language used by thousands. To learn the language, you can check out *The Klingon Dictionary* by Marc Okrand, read a magazine called *HolQeD* or attend a summer camp for Klingon role playing. One-hour "Conversational Klingon" and "Power Klingon" tapes teach sentence structure and cool sayings like, "Your mother has a smooth forehead."

D.A. digs Klingon, too. Check out our favorite Klingon phrases:

♣ Klingon: tlhIngan Hol Dajatlh'a' (TLIngan khol da-jatl-A) English: Do you speak Klingon? ♣ Klingon: ylj'e' (yi-JE) English: Feed him! ♣ Klingon: bllughbe' (bi-loogh-BE) English: You are wrong. ♣ Klingon: naDev tlhInganpu' tu'lu' (na-DEV tlingan-POO TOO-loo) English: There are Klingons around here.

♣ Klingon: blmoHqu' (bi-mokh-KOO) English: You look terrible. ♣ Klingon: bljatlh 'e' ylmev (bi-JATL e yi-MEV) English: Shut up! ♣ Klingon: Dochvetlh vISoplaHbe' (DOCH-vetl vi-SHOP-lakh-BE) English: I can't eat that.



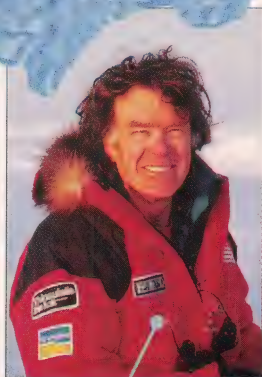
**Have you ever been so cold
your fingers turned to ice or
your coat zipper froze in
place? That's what happens
on a warm day at the North
and South Poles, where
there's nothing but snow and
ice year-round. Meet a
modern-day explorer who
adventures to the land of the...**



DEEP REEF

WRITTEN BY SEAN PLOTTNER AND CHERIE SPINO

BRAVING THE FROZEN FRONTIER BLIZZARD!



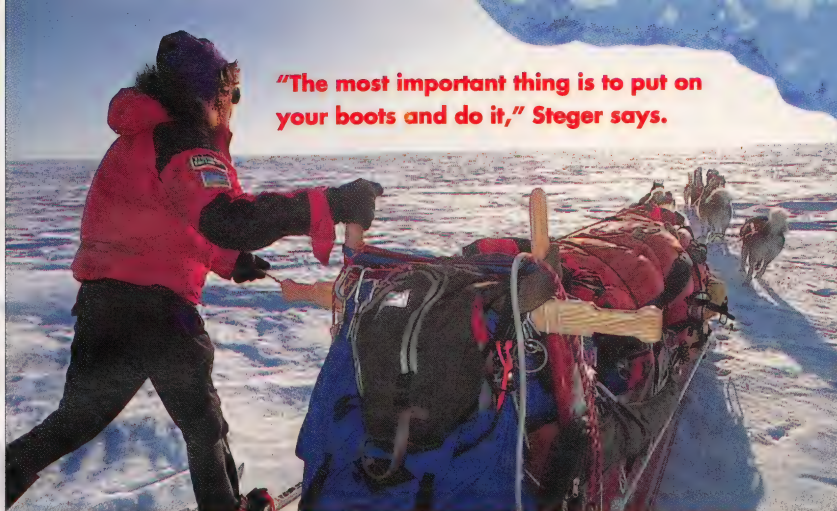
Explorer **Will Steger** has faced the worst weather imaginable at both the North and South Poles. But he must like it, because he keeps going back.

Can you find the three things Steger always carries in his pocket? (They're hidden on the next nine pages.)

The sleds suddenly were separated by curtains of blowing snow. A strong wind howled, and the dogs started yelping. Blinded by the killer storm and exhausted from weeks of punishing weather, it took the explorers hours to find the sled team ahead—even though it was only 100 feet away.

Steger's team travels more than 25 miles a day. "You have to stay sharp mentally," he says.





"The most important thing is to put on your boots and do it," Steger says.

That doesn't exactly sound like playing in the snow. Yet despite such terrors, not to mention minus-40-degree temperatures, massive polar bears and a host of other bone-chilling dangers, Will Steger gets a big thrill when he's out in the big chill. The explorer has traveled across thousands of miles of barren ice and snow at both the North and South Poles.

"It's as if you're traveling on another planet," Steger says. "You don't ever know what's going to happen next. I love it so much, I dream about it when I'm sleeping."

This March, Steger stops dreaming to head out once again. This time he's set on spending five months crossing the Arctic Ocean with five other explorers. They'll use dog sleds to haul their gear 2,500 miles.

Sound cool? Well, *frozen* is more like it. But Steger's experience has taught him exactly what it takes to survive out there.


"I like the cold," Steger says. Good thing, too. Here's his typical day on the trail:

It begins at 6 a.m. with a shower, sort of, as the team climbs out of the tents to wash in the snow!

Steger and his companions spend the next two hours using tiny stoves to melt snow into water for breakfast. Then they pack up tents and supplies, hitch the dogs to their sleds and mush off into the white wilderness.

For 10 hours, the hardy explorers glide onward, taking only a short lunch break. Finally, at 6 p.m. it's time to stop.

After setting up tents, the snow-melting process is repeated for supper. By 9:30 p.m., everyone



**When a dog
falls in the
water, he'll
freeze up like a
log. But once
he's out and
hitched to the
sled, he's ready
to go again.**

**Unpredictable
polar bears can
be starving—
or crazy.
"You never
know," says
Steger.**



North to the Pole

When: 1986

Route: From Ellesmere Island, Canada, to the North Pole (1,000 miles)

Dangers:

- * Nasty cold weather put the team so far behind schedule that it had just one pound of food left when it reached the Pole.
- * Two explorers had to be airlifted home. One cracked his ribs in a sled crash, and another had frostbitten feet.

has gone to bed—the explorers inside heavy-duty sleeping bags, the dogs outside buried in a blanket of snow for warmth.

While the daily grind may sound dull, the weather isn't. A blinding snowstorm can blow up in minutes. Explorers may lose their way or get separated, and vicious winds can blow at hurricane speeds of 80 mph.

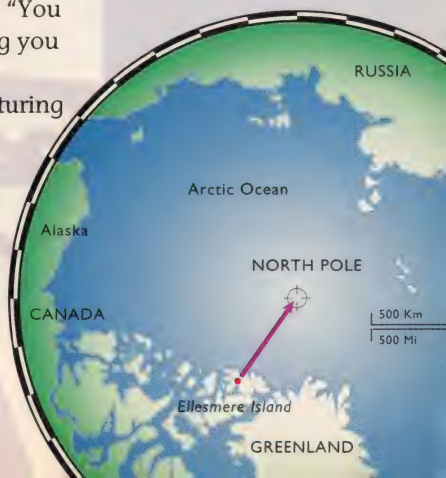
Then there's "frostbite," one of the worst enemies a polar explorer faces. It occurs when fingers and toes freeze so badly that they may have to be amputated.

As if that isn't enough danger, Steger often must venture over thin, shifting ice. "You're walking over an ocean that's 12,000 feet deep. It's not a swimming pool," he says.

Steger also watches for polar bears. "You could turn around and see one charging you at any minute," he says.

But that's all part of the thrill of venturing into the chilly middle of nowhere. So bundle up and load that sled. You're ready for the frozen frontier...

NOW MUSH!





WILL STEGER'S

POLAR SURVIVAL HANDBOOK

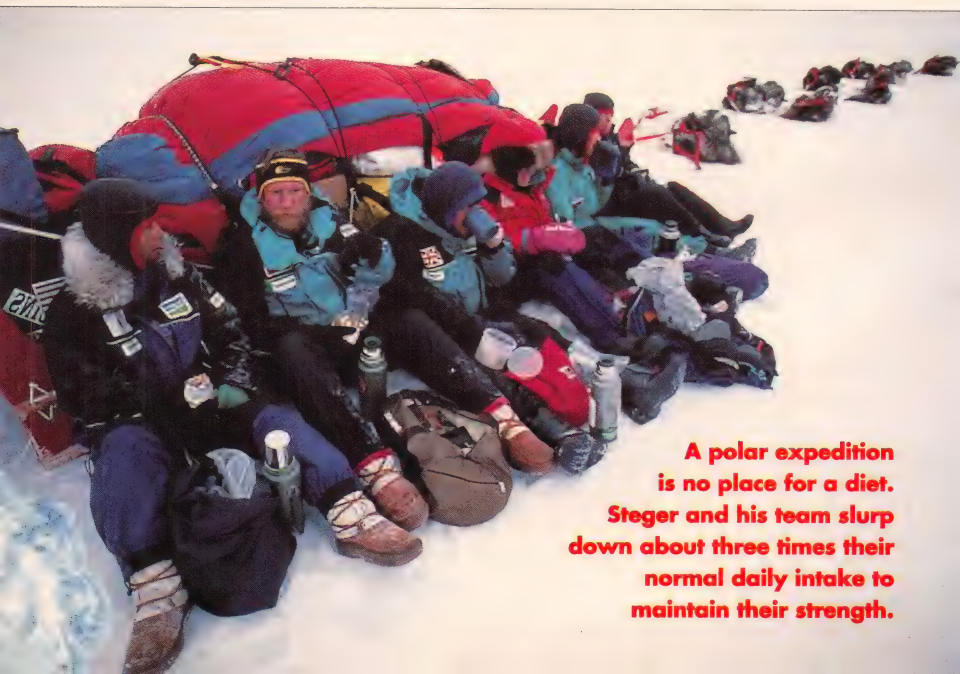
Pack lots of food.

Normally a person eats about 2,000 calories a day. You'll probably need to wolf down about 6,000 calories a day to ski and walk across this harsh, frozen terrain. That translates into about 2 1/2 pounds of food a day, or about 10 big hamburgers.

Load up on carbohydrates. They're in foods like oatmeal, rice, noodles, cheese and nuts. If that sounds awfully boring, well, it is. "But you're so hungry, whatever you eat always is the best meal of your life," Steger says. (Don't forget a few treats—like chocolate.)

Get in shape.

Exploring isn't for couch potatoes. At the South Pole, Steger skied more than 25 miles each day. So prepare now: walk, run, Rollerblade, whatever you like. Just do lots of it. You may also want to take some short practice trips with your team.



A polar expedition is no place for a diet. Steger and his team slurp down about three times their normal daily intake to maintain their strength.

Choose teammates carefully.

You're going to be with these people for a *long* time. You have to get along! Steger always switches tent mates throughout the trip just to see a new face.

Dress warmly. Steger wears the following: long underwear, two pairs of pants, two fleece sweaters and a special windproof jacket. On his feet he wears waterproof "mukluks," which are boots made out of moose-hide. He wears gloves and mittens, two hats and a face mask. Steger bundles up in an even bigger parka when he stands still.

Keep your spirits up.

Traveling day after day over the snow and ice can drive you crazy. Steger suggests thinking about some of your favorite things. Sometimes he designs houses in his head or plots other expeditions.

Steger and his team also schedule "party days." They celebrate holidays or birthdays with special food and little gifts.

Choose the colors of your clothing carefully. Team members wear bright suits of teal, purple and orange to cheer themselves up.



South to the Pole (International Trans-Antarctica Expedition)

When: 1989-1990

Route: From Seal Nunataks on the Antarctic Peninsula to Mirny (3,741 miles)

Dangers:

- * One dog, Huck, fell into a deep "crevasse," a hidden hole in the snow. Huck was rescued when one explorer was lowered 70 feet to him on ropes.
- * One of Steger's favorite dogs, Tim, died in a terrible blizzard one night.
- * One explorer was lost in a storm for 13 hours. (He was rescued just 300 feet from his tent after spending the night burrowed in snow.)

Pocket Pick #1: A compass





POLAR SURVIVAL HANDBOOK

Learn to deal with the cold.

Arctic temperatures mean you'll have to thaw everything out, from food to the pen you use to write in your journal.

Wear a face mask and dark sunglasses. The slightest wind can cause your eyelids to freeze shut, and the sun can fry your face in minutes.

Never take off your gloves. Exposing your fingers in dangerous cold for even 15 seconds can lead to frostbite.

Keep moving. When you stop to rest or make camp for the night, Steger recommends moving around—a lot. It may look funny, but Steger and his team do jumping jacks or run around their sleds to generate body heat. To revive frozen fingers, Steger makes a fist 100 times inside his gloves.

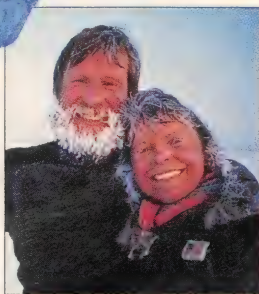
Stay as dry as possible. Frozen sweat can add costly pounds to your sleeping bag, and wet clothes will chill you more quickly.

Know what to do in bad weather. There's a reason nobody lives at the Poles—bad, make that horrible weather.

Keep your eyes open. In a snowstorm you can lose your partners even though they may be just 100 feet away. Sometimes a scary condition known as a whiteout occurs. Clouds and blowing snow create a foggy, all-white world that's impossible to see through. "It's like being suspended in skim milk," Steger says.

Pocket Pick #9: A knife





If you can't see the sled in front or behind you, stop and wait until you can. If whiteout conditions continue, set up your tent; your teammates may spot it.

Use snow to stay warm. If you're ever lost in a blizzard without your tent or supplies, make a shallow trench in the snow and curl up in it. This gets you out of the wind, and the snow offers some insulation.

Know how to handle an accident or emergency. You must be prepared for anything to happen.

Leave evidence of your trail. Build five-foot towers of snow and ice every two miles on your expedition. If a pilot needs to rescue you, he can follow the towers' shadows across the snow.

Divide supplies among different sleds. If you lose one sled or the rest of your team, you'll be able to survive.



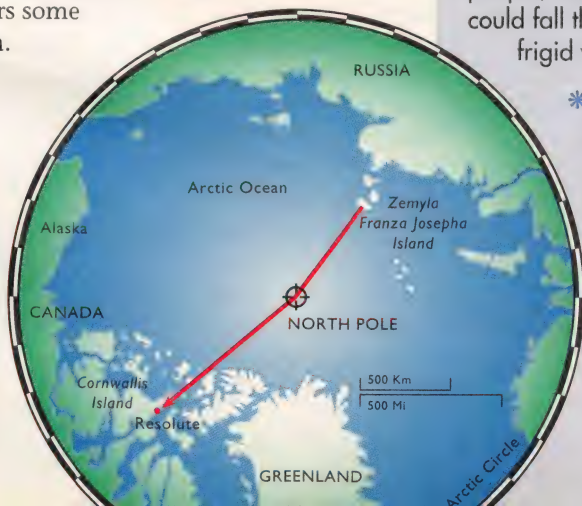
International Arctic Project

When: Begins March 1995

Route: From Zemlya Franza Josefa Island, Russia, to Resolute, Canada, via the North Pole (about 2,500 miles)

Dangers:

- * Temperatures of at least minus-40 degrees
- * Miles of thin, breaking ice that people, dogs or sleds could fall through into frigid water
- * Hungry polar bears





POLAR SURVIVAL HANDBOOK

**When the explorers face open water,
it's time to break out the canoe-sleds.**



Be resourceful.

You can't order up more gear, so you have to know how to repair what you've got. Steger has cut patches from sled covers and used dental floss to stitch holes in mukluks.

Know the dangers of the terrain.

In Antarctica, man, dog and sled can slide into a crevasse in seconds. Stay roped to your sled at all times and try to keep one hand on the sled.

If you see a gray discoloring in the snow, look out! That's a sign of a crevasse. If you do fall into a crevasse, wait for your partners to lower a rope.

Watch out for "leads." These are dangerous gaps of unfrozen water. You may have to travel around them or wait for them to freeze over. When the lead has frozen just enough to walk on, it feels like you are walking over a huge water bed, Steger says.

Steger's No. 1 Tip:

"You must respect nature," he says. "You can't tame it. But by using your ingenuity, you can survive when it throws you a curve ball."

THE EXPEDITION ONLINE

You can keep daily tabs on Steger's expedition if you have access to the Internet or Scholastic computer networks. To get these reports through Internet's Gopher, contact this Internet address: gopher.econet.apc.org. Choose ENVIRONMENT, then INTERNATIONAL ARCTIC PROJECT. For information on the Scholastic Network, call 1-800-246-2986.



A Dog's Life

At the Poles, man's best friend is his sled dog. These devoted animals love their work. "They're real wild, tough animals, but they have incredible strength and spirit," Steger says. And they may save your life.

Steger's tips for building a strong team of sled dogs:

Choose your dogs carefully. Steger breeds his own blend of Siberian husky, malamute and timber wolf. When selecting dogs to make polar journeys, he looks for thick fur, strong paws and a good spirit. "They need to be able to run regardless of the conditions," he says.

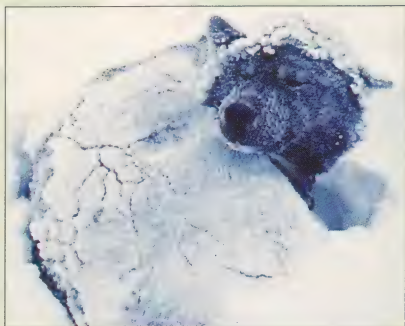
Start training. These dogs have to haul a 1,000-pound sled for 10 hours a day. Steger's dogs practice by running eight to 10 hours a day, six days a week. They often haul cement and rock, and they take practice trips in cold, icy places like Greenland.

Feed them right. An average 50-pound dog scarfs fewer than 1,800 calories a day. To survive a polar journey, though, a dog needs almost 6,000 calories—or two pounds of high-protein dog food—every day.

Know the lingo. Wheel dogs are the two dogs closest to the sled; they're strong pullers. Lead dogs are the one or two dogs out in front that are your fastest and most intelligent. They set the pace.

Learn the commands. "Gee" means go right; "chaw" means go left. "Whoa" and "Hup" are obviously "stop" and "start." Speak sharply when issuing commands to establish who's the boss. "My voice is like a whip," Steger says.

Get to know your dogs. "I sing and talk to them, so we bond better," Steger says. "Sometimes, they act like they know your moods better than you do."



Welcome

To survive their first season, NFL rookies must face blitzing linebackers, screaming coaches—and the occasional wax donut.



Rookie quarterback Drew Bledsoe was just kickin' back, studying his playbook in his room at the New England Patriots' training camp last summer. He was psyched about his first season in the NFL, looking forward to getting to know his new teammates.

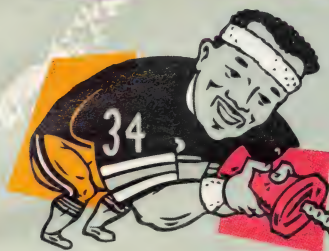
Suddenly, a handful of those teammates burst into the room carrying scissors. It was time for Bledsoe's rookie haircut: off with the long hair, in with the buzz.

Like new students at school, football rookies expect to be teased a bit or in Bledsoe's case, snipped a bit. They're moving from life at college, where they were probably the best players on their teams, to a year as lowly rookies in the pros. It can be...well, embarrassing. And the veterans don't make it any easier.

When the whole team gets together to eat lunch, the veterans often make the rookies stand on

to the Pros, Baby

By James Buckley Jr.



chairs and sing their college fight songs. Some teams even have entertainment nights, when rookies have to stage plays and sing songs. And most first-year players have to help carry equipment or fetch donuts for their veteran teammates.

Jack Youngblood, the former Los Angeles Rams superstar, remembers spending his first year in the pros carrying veterans' playbooks around and following all their orders. "We rookies were like servants," he says.

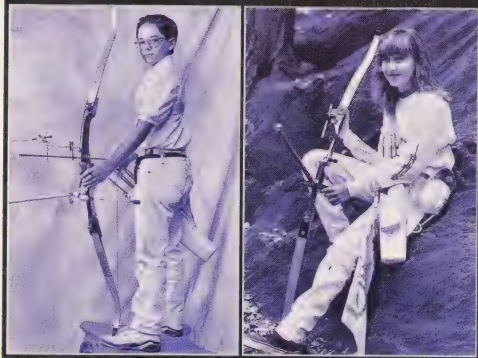
The great Walter Payton, the NFL's all-time leading rusher, was famous for hazing rookies. He once played a trick on a new guy by dipping a donut in wax; thinking it was a scrumptious glazed donut, the player took a huge bite. Payton also loved starting water-bottle battles and organizing midnight raids on sleeping rookies' rooms.

Today many superstar NFL draftees make more money than their older teammates, so there's not as much fooling around as there used to be. But you can bet that no matter how famous or talented the rookie is, he'll have to do a little singing. Or learn to live with less hair.



ARROW-

DYNAMIC DUO



***D.A. shoots the bull's-eye
with two of the country's
best kid archers.***

by Sheila De La Rosa

When you hear the word "archer," do you picture guys wearing pointy green hats and wielding wooden bows and arrows? If so, you're way off-target.

These days about 100,000 American kids are eyeballing bull's-eyes. And that number is growing fast. They're competing at regional and national events—some are even aiming for the Olympics.

The sport takes strength, stamina and a steady arm. In a four-day tournament, competitors might shoot as many as 288 arrows. The goal is to score the most points by landing arrows in the bull's-eye—or as close as possible. (A target face

has 10 circles. The inner circle is worth ten points and the outer circle one point.)

Most bows are made of high-tech, lightweight metals like aluminum and carbon. But even the most skilled archer might hang an old-fashioned good-luck charm on his quiver (the tube hanging from his belt that holds arrows).

We talked to the best boy and girl indoor archers in the country about their arrow-dynamic sport.

Phillip Accetturo

How he started: "When I was 4 and a half, I used to shoot at five balloons from about 10 yards

Best Bow Boy

Phillip Accetturo, 12

Denver, Colorado

1994 National Indoor Champion

Cadet Division, Junior Olympic

Archery Division



away. It took me about 15 minutes to hit two of them." **Training schedule:** "I shoot for two hours twice a week unless I'm getting ready for a tournament—then I practice five times a week." **Good-luck charm:** "I rub the little green rabbit's foot hanging from my quiver before I shoot." **What's on his mind while he's shooting:** "Nothing but the bull's-eye." **Who consoles him if he doesn't shoot well:** "Grubby, my pet African fat-tailed gecko." **Dumbest question he gets:** "'How many bull's-eyes have you shot in your entire life?' Like I remember! If I kept count, I'd probably go insane." **Second dumbest question:** "'Have you ever shot an apple off someone's head?' I just say, 'No-o-o-o-o-o!'" **His goal:** "To shoot in the Olympics in Australia in the year 2000."

Rebecca Weirich

How she started: "I'd just turned nine. I saw other people shooting and decided I wanted to learn how to shoot." **Why she does it:** "I like to meet people. And I like competing. If there's nobody at a tournament, it's like, 'Oh, you won. Big deal.' But if a lot of girls compete and I win, then I feel really good." **Training schedule:** "Three times a week, maybe. And just before tournaments, four times a week." **Good-luck charm:** "My big, old, rubber monster guy. He's purple and has little white teeth, and his arms stick out." **What's on**

her mind while she's shooting: "I just concentrate on the goal." **Who consoles her if she doesn't shoot well:** "My 1-year-old beagle, Daisy." **What she does when she meets a famous archer:** "I have them sign my quiver." **Dumbest question she gets:** "'Isn't archery for boys?'" **Goal:** "Getting to the Olympics would be a real nice accomplishment; I wouldn't care which year I went."

BOW BITS

Believe them or not (but they're all true)!

✚ **Indians who lived in what is now the Caribbean bound slabs of wood to the foreheads of male babies. The slabs thickened the skull bones so that the future warriors would be able to withstand arrows to the head!**

✚ **Amazon women, famous for their archery skills, couldn't marry until they had killed a man.**

✚ **In ancient times, Persian males from ages 5 to 25 were schooled in only three things: riding, telling the truth and shooting a bow.**

✚ **In the Battle of Crecy, in the year 1342, about 5,000 English archers shot 1,280,000 arrows in about 15 minutes! Each archer could shoot 10 to 15 arrows a minute.**

✚ **From about 800 to 1500 A.D., English law decreed that every man and boy own a bow and practice shooting every day! They were required to hit human-size targets from both 100 and 200 yards away—the typical battle ranges of the day.**

A full-page photograph of a young girl, Rebecca Weirich, in white archery attire. She is standing and aiming a bow with both hands, looking intently at her target. The background is a dark, textured backdrop, possibly a tent or a large screen, with trees visible at the top. The lighting is bright, highlighting her white uniform.

Best Bow Girl

Rebecca Weirich, 12
Glen Riddle, Pennsylvania
1994 National Indoor Champion
Cadet Division, Junior Olympic
Archery Division



BRAVE NEW WORLDS

by Charlene Crabb

**For the first time ever, an astronomer
has discovered planets outside
of our solar system.**

Have you ever looked up at the night sky and wondered if planets—and people—might exist that astronomers know nothing about? Alexander Wolszczan did, too. When he was growing up in Poland, he used to gaze at the

night sky and dream of finding something new out there among the stars. And one lucky day he did: a planet! Actually, three planets.

"I never believed my dream would be fulfilled in such a dramatic fashion," he says.

Wolszczan (pronounced vole-shan), now a 46-year-old astrophysicist at Pennsylvania State University, has discovered the first planets ever found outside our solar system.

That's enough to make any scientist's head spin, but here's another far-out fact: Wolszczan has never actually seen his extraordinary finds!

The planets orbit some 1,200 light years away in the constellation Virgo. (That means that if someone on one of these planets sent us a message at the speed of light, it would take 1,200 years for us to get it.) Although we're too far away to see the planets, we can hear them. Wolszczan found them by using a telescope that detects radio waves rather than light. Even with the radio telescope, his discovery took lots of luck and hard work.

The funny thing is Wolszczan didn't start out looking for new planets. Instead, he was prowling for "pulsars." These are unusual stars that form when a star like our own sun burns up all its fuel. The outer part of the star explodes in a fiery display called a "supernova."

Left behind is a small, dense object that spins rapidly. Energy escapes from this star in a long, narrow beam of radio waves. Because the star is spinning, the beam sweeps through space much like a lighthouse beacon sweeps across a shoreline.

If Earth happens to be in the path of the star's beam, radio telescopes detect flashes, or "pulses," of radio waves. (That's why we call these stars pulsars.)

HOW TO REMEMBER THE PLANETS

Wish you could remember the names of all nine planets in our solar system? Now you can! Just remember this sentence:

My Very Educated Mother Just Served Us Nine Pickles.

The first letter in each word of the sentence stands for the name of a planet. In order, from closest to the sun, they are: Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune and Pluto.

Usually, the pulses arrive like clockwork. "In fact, you can think of the radio flashes from a pulsar as ticks of an accurate clock," Wolszczan says.

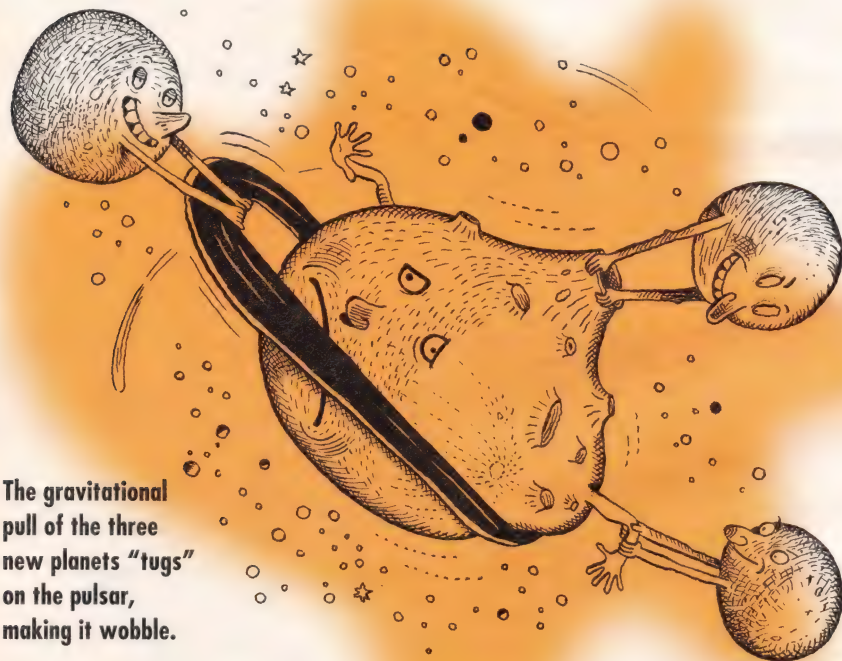
But when he analyzed the ticks from a pulsar called PSR B1257+12, he noticed they kept a strange beat. The pulses arrived an average of



160 times a second. But every 100 days or so, a pulse arrived one thousandth of a second too early or too late.

After studying the weird beat and

doing some complicated math, Wolszczan figured out that the pulsar lost its rhythm because three planets were "tugging" on it.



The gravitational pull of the three new planets "tugs" on the pulsar, making it wobble.

As the planets orbited the star, their gravitational pulls were causing it to wobble.

One of the new planets is about the size of the moon. The other two are about the size of Earth. Could people of some sort be living there? Probably not. Pulsars give off radiation at a level that would kill anything resembling life on Earth. A good chance does exist, however, that more planets are out there. Wolszczan already thinks a fourth one orbits his pulsar; he expects to know for sure in a few years.

In the meantime, the new planets remain nameless. When it comes to naming stars, comets and asteroids, astronomers have special rules to follow. (The name "PSR B1257+12," for example, may sound boring, but astronomers use the numbers to locate the pulsar in the sky.)

A radio station tried to help by having a planet-naming contest. And Wolszczan harbors a few ideas of his own. But he's keeping his choices of planet names secret—for now.

NAME THAT PLANET!

What would you name a planet?

Maybe you'd give it your own name (planet Ryan), your dog's name (planet Scruffy) or the name of your favorite ice cream

(planet

Fudge

Ripple).

Or maybe you'd be

really creative and make up a

word of your own.

Send us your

original planet name,

and we'll pick our

favorites. Look for them

in an upcoming issue

of D.A.!

Send your planet names to:

Disney Adventures Planets
114 Fifth Avenue
New York, New York 10011





Egg-cellent Output

In one year, hens in the United States lay enough eggs to circle the globe



Famous

F I R S T S

- First head of the U.S. Post Office—Ben Franklin
- First novel

Most American

written on a typewriter —*The Adventures of Tom Sawyer* by Mark Twain ● First state to allow women to vote —Wyoming

There are

170,000,000,000,
000,000,000,
000,000 (that's 170

septillion) possible ways to play the 10 opening moves in a game of chess.



so That's where I Left It...

Did you lose your sunglasses—
or anything else—last summer?
Then grab your scuba gear and
cruise over to Catalina Island
off the California coast. Each
February divers take part in an
underwater clean-up. They've
found some pretty weird
things, including cellular
phones, beepers, shoes, golf
balls, an engagement ring and
a \$100 bottle of champagne!



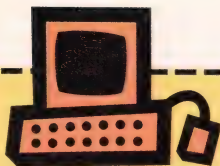
car horns beep in the key of F.

MATERIAL

MONUMENTAL



- The Statue of Liberty's mouth is three feet wide.
- Liberty's illuminated torch has been used as a navigational aid by sailors entering New York Harbor since its dedication in 1886.
- It took French artists 10 years to build the statue, hammering copper sheeting to the steel framework.
- The statue, without its pedestal, weighs 225 tons—that's as heavy as 45 elephants!



*** welcome * to DISNEY ADVENTURES on**

America Online!

If you think the D.A. magazine you're reading is mad-cool, you should check out our *electronic* version! *America Online* subscribers can:

*** Sneak a peek at the upcoming issue of DISNEY ADVENTURES a week before it goes on sale!**

*** Talk to staff members in the "D.A. Live" chat room every Monday, Wednesday and Friday from 5 to 6 p.m., EST.**

*** Enter DISNEY ADVENTURES' editorial contests just by clicking on an icon. (Imagine the money you'll save on stamps!)**

*** Post a message for the editors, try to stump Joe Rocket or beg for more of your favorite characters in the Comic Zone.**

*** Create your own folder and watch it fill up with messages from other D.A. readers!**

*** Bonus! You can read past issues of DISNEY ADVENTURES, subscribe to D.A. and more.**

HOW TO FIND US:

- 1** SIGN ON TO *AMERICA ONLINE*.
- 2** CLICK "GO TO" ON THE MENU AND CHOOSE "KEYWORD."
- 3** TYPE IN "DISNEY" AND CLICK ON "ENTER."
- 4** CLICK ON "DISNEY ADVENTURES MAGAZINE" AND CLICK ON "ENTER."

COMIC ZONE



WELCOME TO THIS MONTH'S COMIC ZONE

This time out we've got some old faves and some brand-new stars. **KID BLASTOFF** in

"Attack of the Bomb Squad," PART 1..... **PAGE 60**

DARKWING DUCK in "Terror of the Tiny Thieves"... **PAGE 68**

ALADDIN in "Poof Spoof"..... **PAGE 72**

DARKWING DUCK in "Driver's Dilemma"..... **PAGE 74**

GARGOYLES in "Stone Cold," PART 2..... **PAGE 78**

Let us know how you like these comics and what else you want to see in the Zone! Write to me at:

Heidi MacDonald, **DISNEY ADVENTURES,**

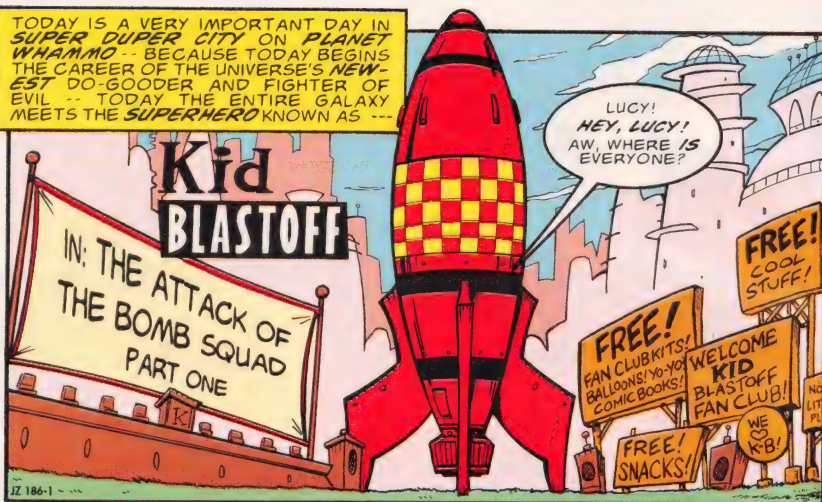
114 Fifth Avenue, New York, NY 10011.

Or e-mail me at ComixAce

@AOL.COM Adventure On!

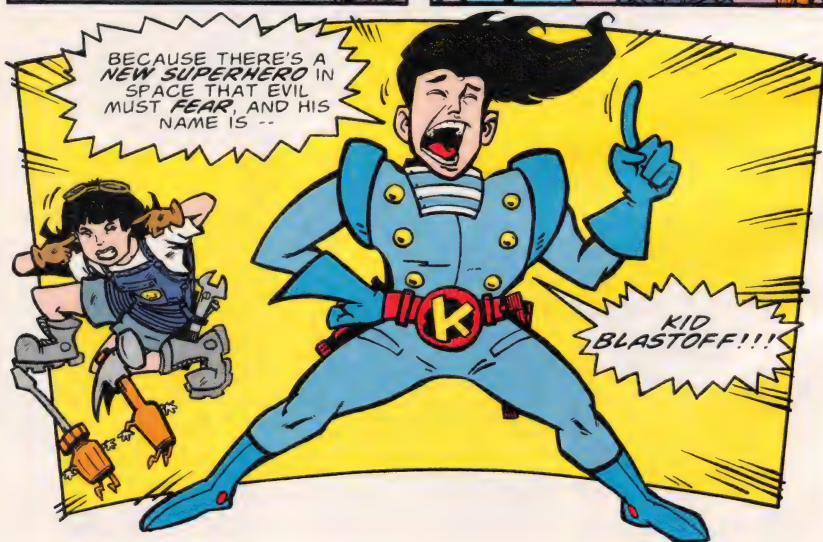
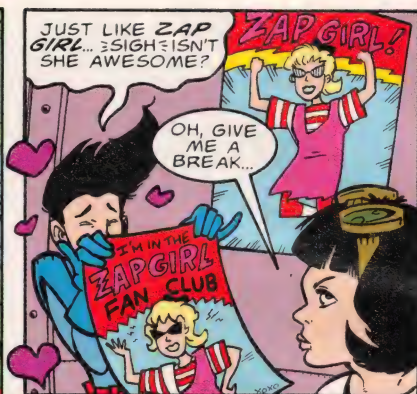


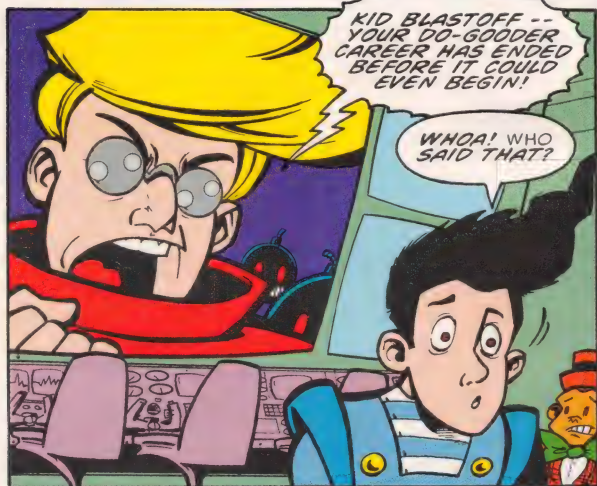
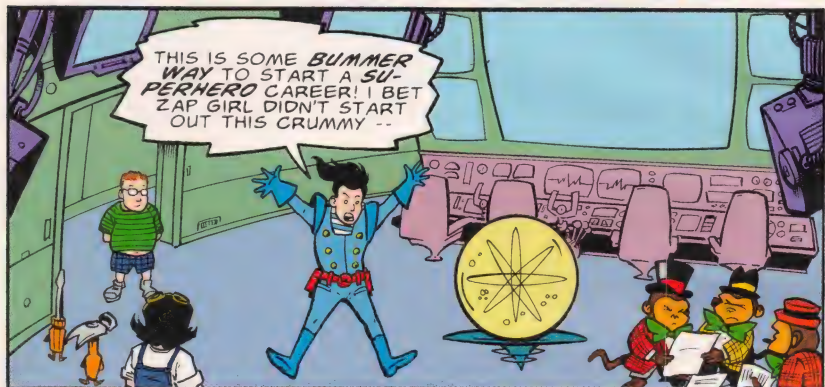
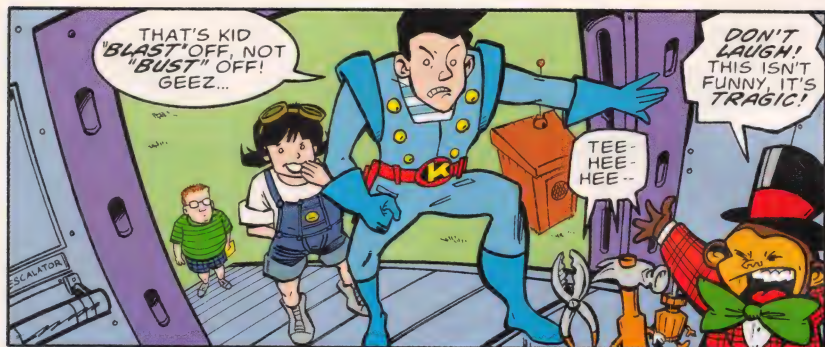
TODAY IS A VERY IMPORTANT DAY IN SUPER DUPEY CITY ON PLANET WHAMMO -- BECAUSE TODAY BEGINS THE CAREER OF THE UNIVERSE'S NEWEST DO-GOODER AND FIGHTER OF EVIL -- TODAY THE ENTIRE GALAXY MEETS THE SUPERHERO KNOWN AS ---

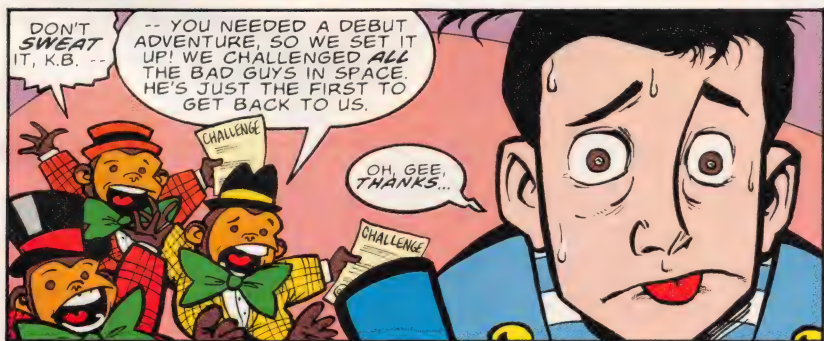
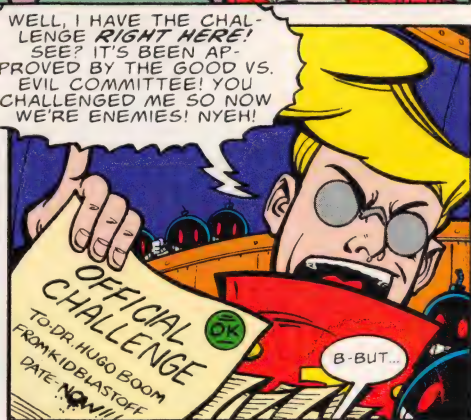
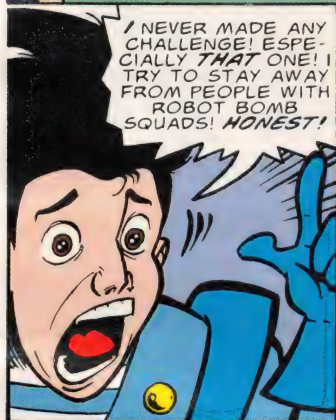
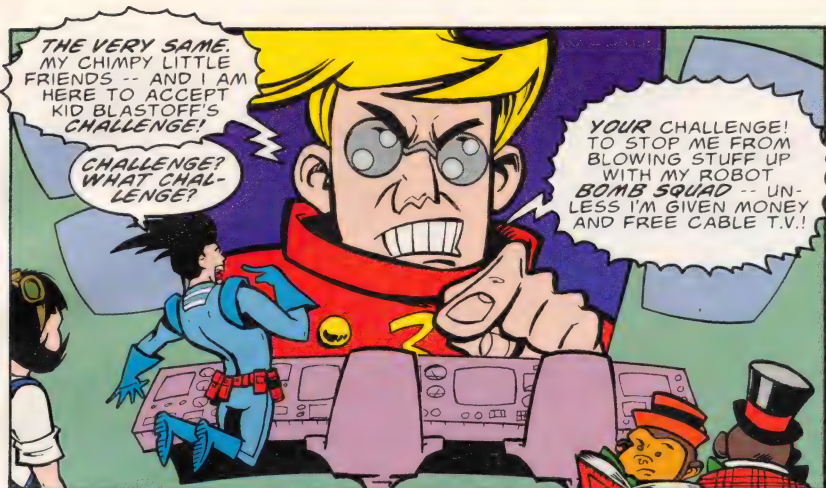


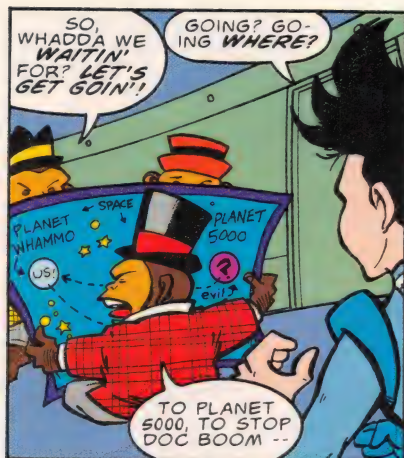
© 1995 Evan Dorkin Story & Art: Evan Dorkin Color & Lettering: Sarah Dyer













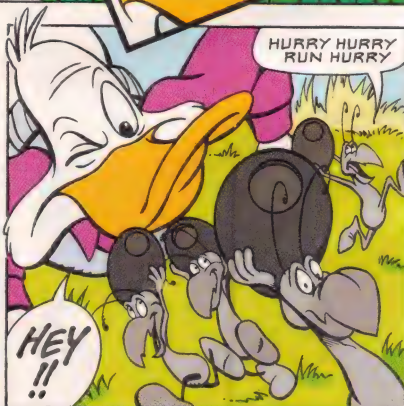
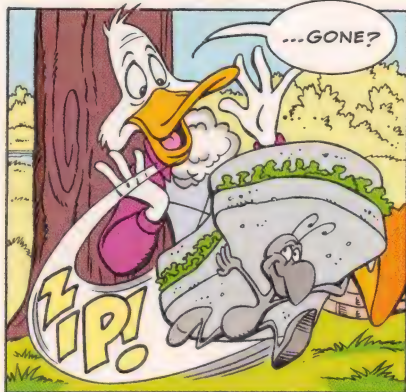
"-- WHO AT THIS VERY MOMENT ARE SURROUNDING YOUR SPACE-SHIP -- AND WHEN THEY EXPLODE THE ONLY PLACE YOU'LL BE GOING IS KINGDOM COME!"



TO BE CONTINUED!

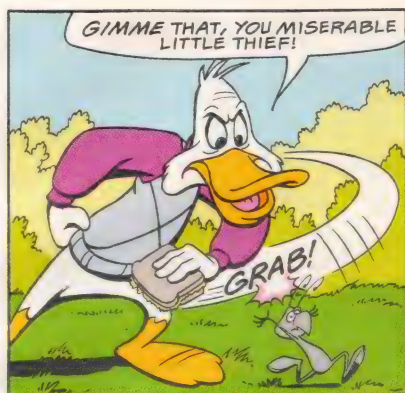
DARKWING DUCK™

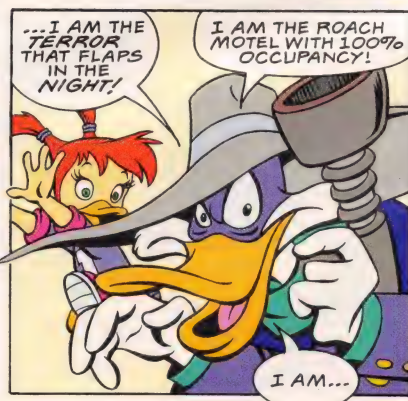
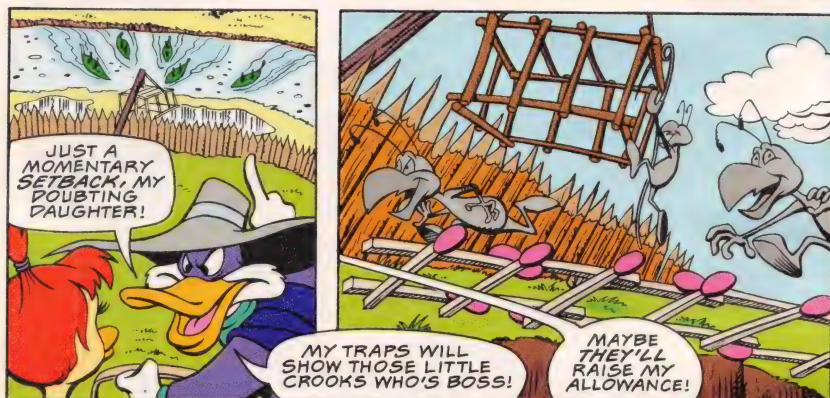
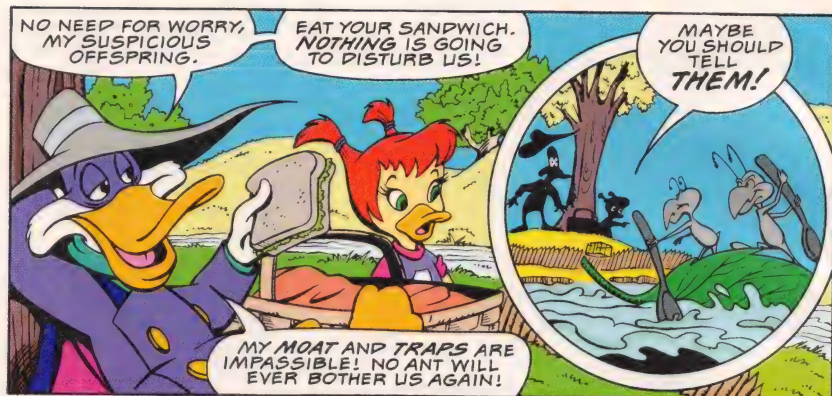
"TERROR of the TINY THIEVES"

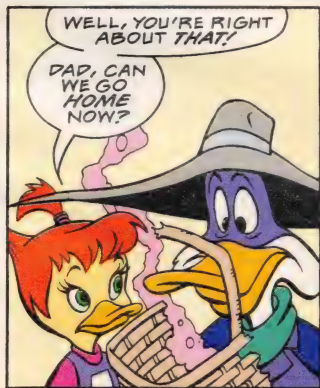
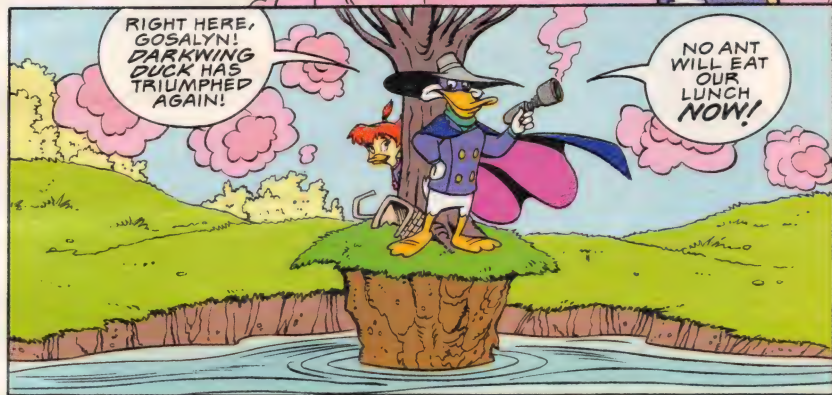


Lettering: Bill Spicer Coloring: Valerie Dal Ciele

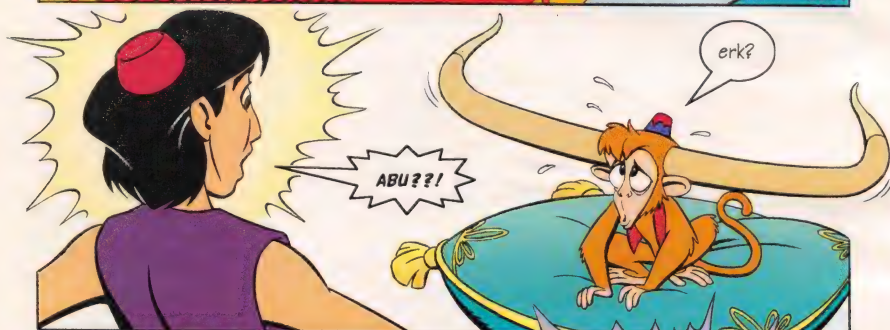
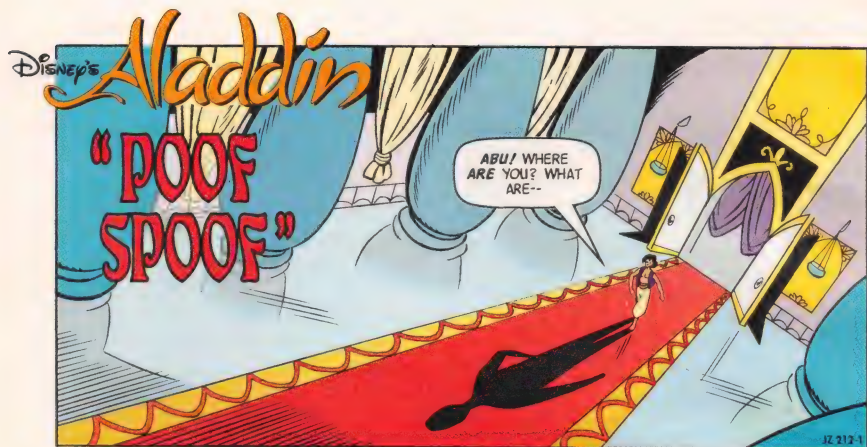
Writer: Doug Murray Pencils: Keith Wilton Inks: Dave Hunt

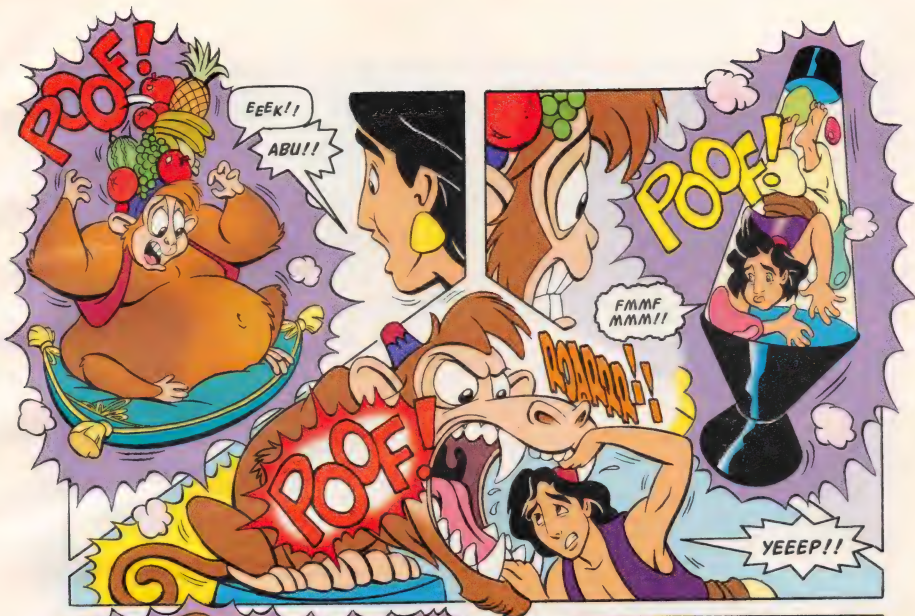






END

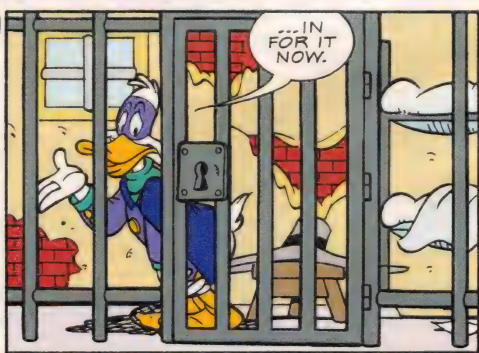
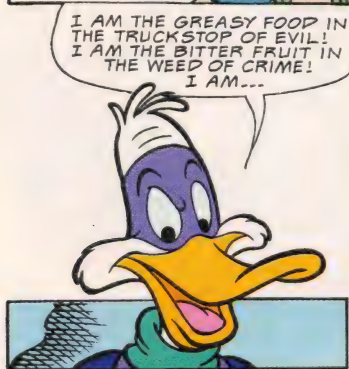
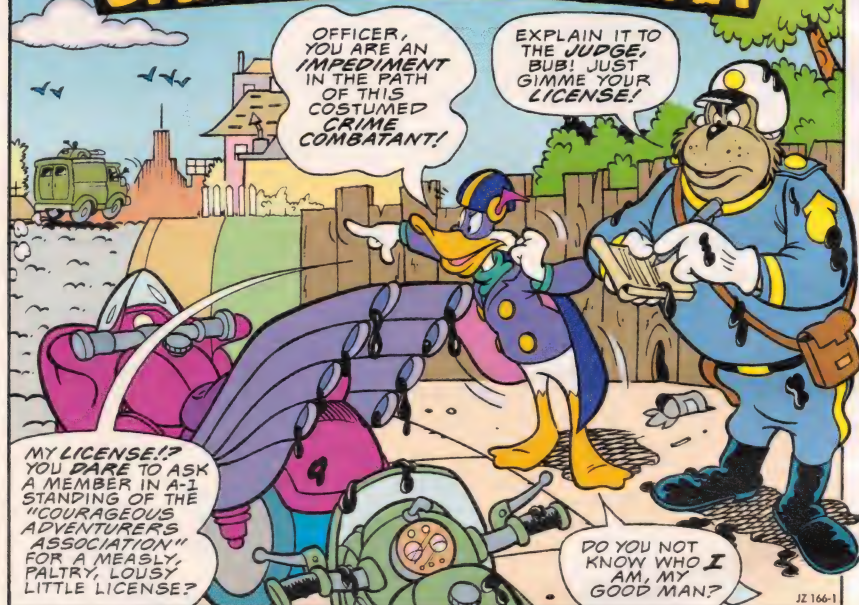




END

DARKWING DUCK™ IN

DRIVER'S DILEMMA



Writer: Doug Murray Art: Pasquale Venanzio Lettering: Bill Spicer Color: Joan Goldmann

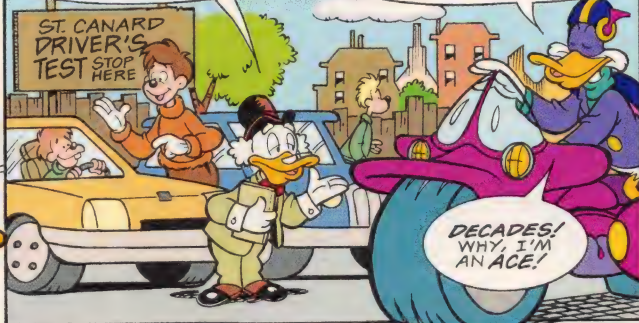
HAH! I SHOWED THAT JUDGE! YOU CAN'T KEEP THIS MARAUDING MALLARD OFF THESE MEAN STREETS!

UM, EXCUSE ME, MR. DARKWING DUCK?



I AM PERCY PUDDLEFOOT, AND I WILL BE YOUR DRIVING EXAMINER. ARE YOU READY?

FOR MY DRIVER'S TEST? NO PROBLEMO, PUDDLEFOOT, OL' PAL! I HAVE BEEN DRIVING FOR YEARS!

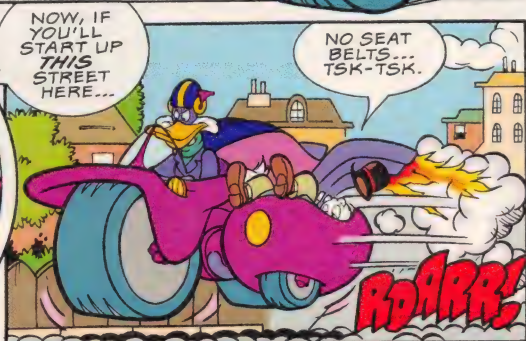


DECADES! WHY, I'M AN ACE!

WHATEVER YOU SAY, MR. DUCK.

NOW, IF YOU'LL START UP THIS STREET HERE...

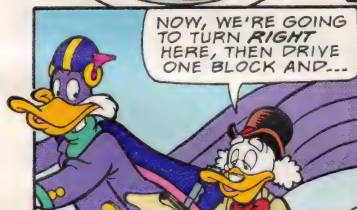
NO SEAT BELTS... TSK-TSK.



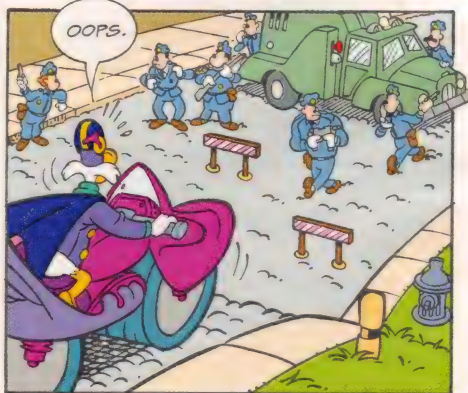
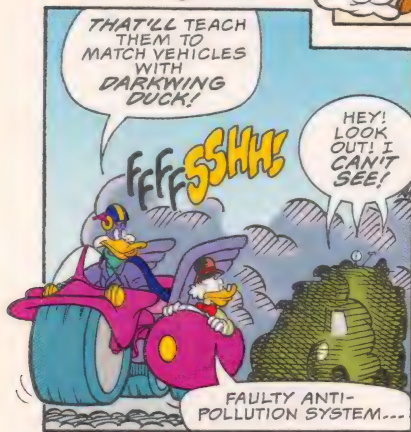
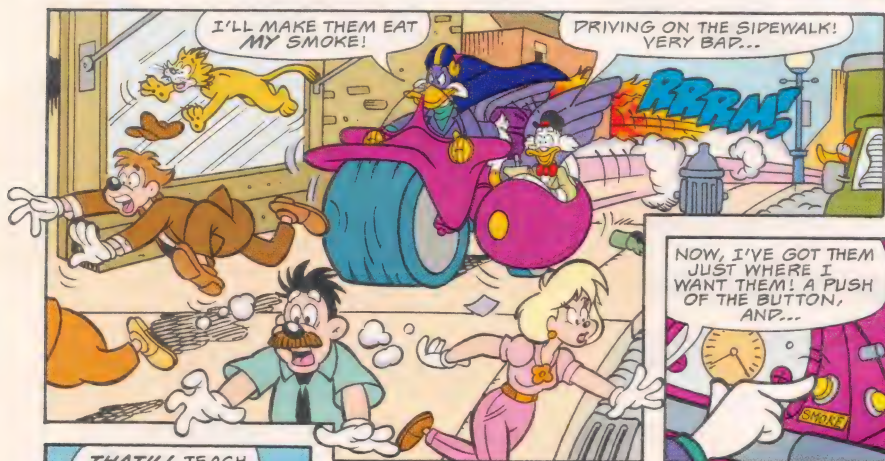
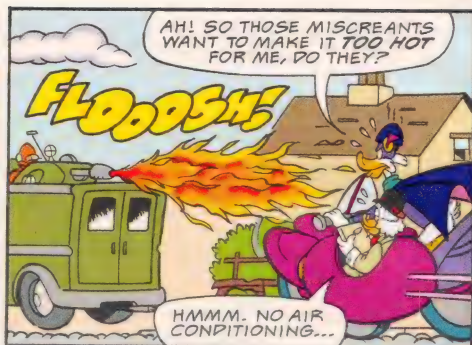
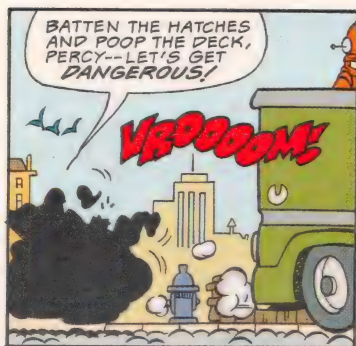
NOW, WE'RE GOING TO TURN RIGHT HERE, THEN DRIVE ONE BLOCK AND...

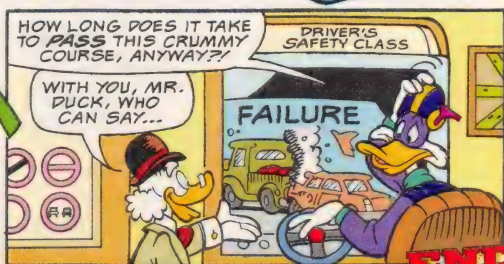
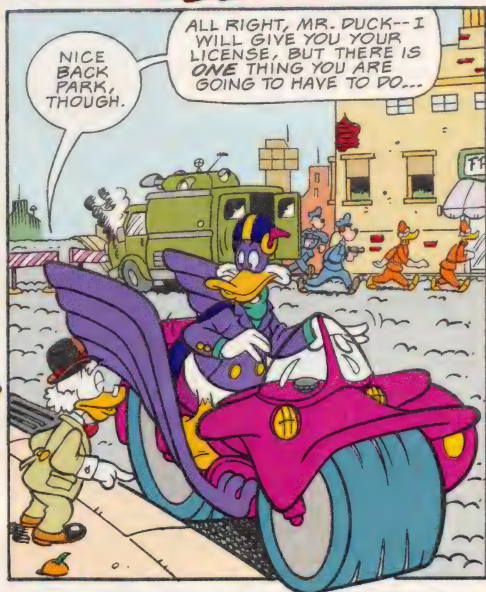
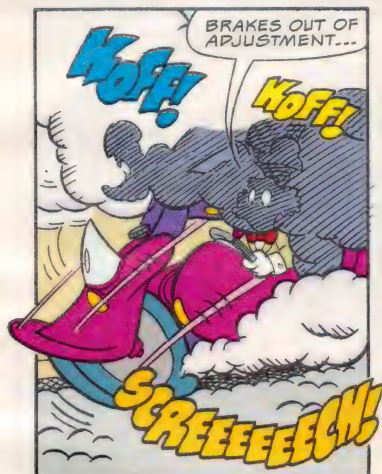
GET 'EM, JOE! LOOK OUT FOR THAT GUARD ON THE RIGHT!

AHA! THEY ARE NEVER ASLEEP! CRIME NEVER SLEEPS WHILE DARKWING DUCK IS ON THE PROWL!



...MAKE A LEFT TURN THERE, THEN WE'LL TRY A THREE-CORNER TURN...





GARGOYLES

"STONE COLD"

PART TWO

AS DEMONA LEADS
BROOKLYN, LEXINGTON
AND BROADWAY ON AN
ATTACK AGAINST
XANATOS--

--ELISA AND HUDSON
RACE AGAINST TIME TO
SAVE GOLIATH FROM THE
JAWS OF A MIGHTY
CRUSHER--

--AND ONLY ONE THING
STANDS IN THEIR WAY...

LOOK, LADY--YOU
GOT PROBLEMS,
I GOT PROBLEMS,
WE ALL GOT
PROBLEMS--

--BUT RIGHT NOW,
MY PROBLEM IS I
GOTTA EAT, AND IF
YOU EVER TRIED
COLD ASPARAGUS
CASSEROLE, THEN
YOU'D KNOW WHAT
I'M TALKING
ABOUT!

GOOD-BYE!

DON'T YOU DARE HANG
UP ON ME, YOU--

CLIQUE



THIS IS YOUR LAST CHANCE TO REMOVE THE SPELL YOU PLACED ON GOLIATH!

FIRST CHANCE, LAST CHANCE--IT DOESN'T MATTER...

...BECAUSE I STILL HAVEN'T THE SLIGHTEST IDEA WHAT YOU'RE REFERRING TO.

XANATOS, WE CAN CRUSH YOU TO CAT FOOD!

UHH... KIBBLES OR CANNED?



DON'T YOU THINK THAT'S A LITTLE EXTREME?



THIS HUMAN HAS TRIED TO DESTROY YOU TIME AND AGAIN!

WHY ARE YOU SO CONCERNED FOR HIS LIFE?!



BECAUSE YOU SAID HE'S THE ONLY ONE WHO CAN SHOW US HOW TO SAVE GOLIATH!



LEXINGTON'S RIGHT! WE CAME HERE TO HELP GOLIATH!

TRUE... BUT I FEAR WE MUST FACE THE FACT--



--THAT GOLIATH IS GONE.

BRAVO, DEMONA. IT SEEMS YOU AND YOUR FRIENDS HAVE STUMBLER ACROSS MY LITTLE SECRET.



MR. BLANCHETTE, I WANT SOME ANSWERS-- NOW!



THIS IS A MATTER OF LIFE AND DEATH!

LIFE AND DEATH?

I THOUGHT WE WERE TALKING ABOUT A STATUE MY GUYS TOOK TO A DUMP!



WE'RE TALKING ABOUT YOU TAKING A STATUE FROM A CITY PARK--

--WITHOUT PROPER AUTHORIZATION!



AND THAT STATUE WAS A FRIEND OF MINE!

NOW, WOULD YOU LIKE TO DISCUSS THIS HERE...

...OR DOWNTOWN?



ANYTHING YOU SAY, OFFICER!

I'LL GET ALL THE INFORMATION YOU WANT FROM MY COMPUTER, RIGHT NOW!

GOOD--

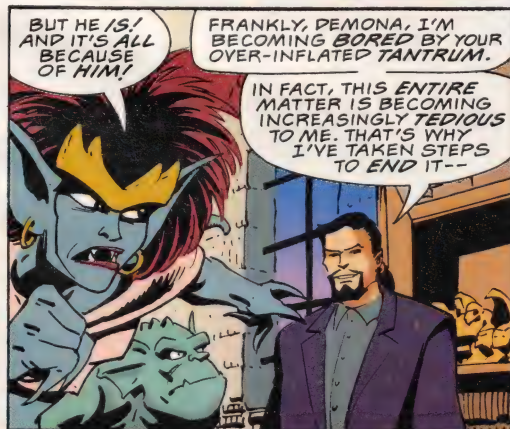


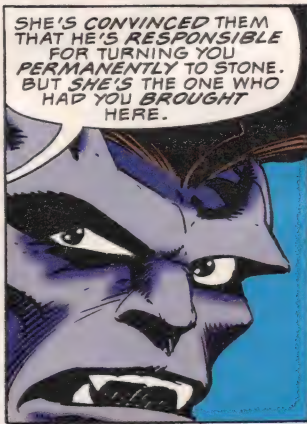
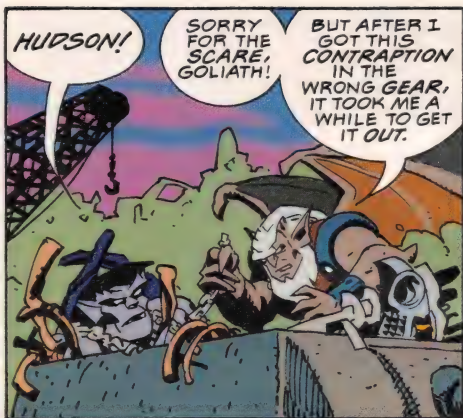
"--BECAUSE WE'RE IN A HURRY!"

WHIRRRRR

WHAT IS THAT?

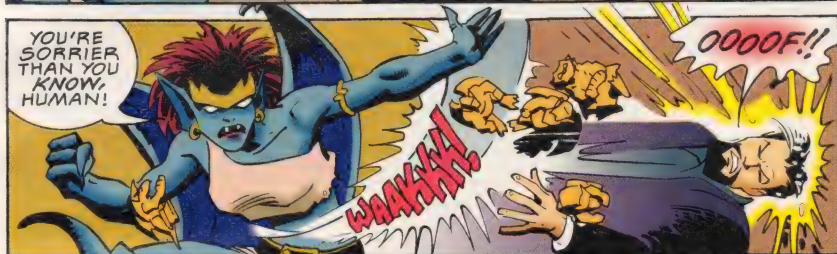
AN ENGINE?!







IN A WAY, I'M SORRY
IT HAS TO END LIKE
THIS, DEMONA.



YOU'RE
SORRIER
THAN YOU
KNOW,
HUMAN!

WAAAAH!!

OOOOF!!



HE'S NOT
M-MOVING!

HE WOULD HAVE KILLED US ALL,
JUST AS HE KILLED GOLIATH!

WITH
GOLIATH
GONE, I
AM NOW
YOUR
LEADER!



WITH XANATOS OUT OF
THE WAY, WE CAN BEGIN
A NEW ERA--

--AN ERA WHERE
GARGOYLES
WILL RULE THE
WORLD!

WHO WILL HELP
ME REGAIN
OUR LOST LEGACY?







SO DEMONA AND XANATOS WERE WORKING TOGETHER ?!

I DON'T GET IT.



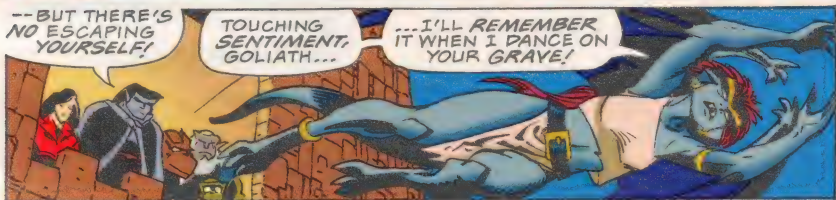
DEMONA WANTED TO BECOME YOUR LEADER--

--AND THROUGH HER, XANATOS WAS TO USE YOU FOR HIS OWN PURPOSES.

THAT WAY, THEY'D BOTH GET WHAT THEY WANTED.

SOME DAY I'LL GET WHAT I REALLY WANT!

DEMONA! YOU MAY ESCAPE US--



--BUT THERE'S NO ESCAPING YOURSELF!

TOUCHING SENTIMENT, GOLIATH...

---I'LL REMEMBER IT WHEN I DANCE ON YOUR GRAVE!



WELL, GOLIATH--ONCE AGAIN I MUST CONSOLE MYSELF WITH THE FACT THAT YOU CANNOT ALWAYS BE THE VICTOR IN THE GAME.

AS USUAL, XANATOS, YOU LOOK AT THINGS THE WRONG WAY--

"--YOU SHOULD CONSIDER MORE CAREFULLY WHAT IT IS THAT'S MADE YOU LOSE."



END



For the past year, D.A. has played hours and hours of video games. (Yeah, it's rough, but somebody's got to do it!) Now we're finally ready to present **DISNEY ADVENTURES'** Favorite Video Game Awards. And the winners are...



Ecco: The Tides of Time

Genesis and Sega CD

The adventures of Ecco the dolphin continue with more than 30 new stages of action, challenges and puzzles. It not only looks great, but it's also fun to play and even makes you think! (Oh, no, not that!) Younger gamers should check out Ecco Jr., also for Genesis.

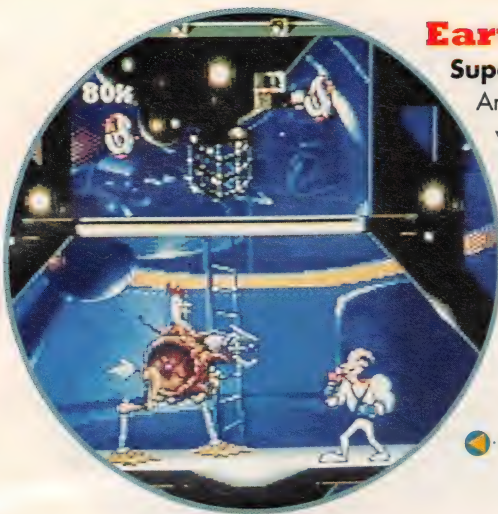


The Lion King

Super NES and Genesis

The same Disney animators who worked on the movie created the graphics for the video game. You control Simba as he faces and conquers dangers and grows up. Be prepared for the ultimate battle between Simba and Scar—it's to die for!





Earthworm Jim

Super NES and Genesis

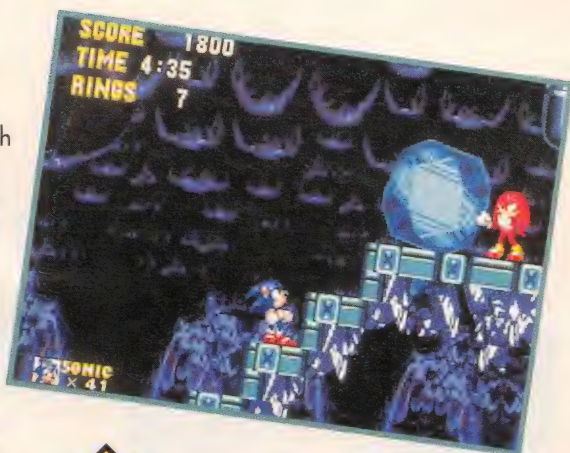
An earthworm named Jim, armed with several powerful weapons, comes to life on the game screen. It's an original, exciting and funny game.

BEST
ACTION
ADVENTURE
GAME

Sonic & Knuckles

Genesis

Sonic & Knuckles stars our pal Sonic along with Knuckles, a new character introduced in Sonic The Hedgehog 3. This latest Sonic adventure features Sega's "lock-on" technology. Besides being a totally cool stand-alone game, you can connect your Sonic The Hedgehog 1, 2 or 3 cart to this game and control Knuckles in those previously released adventures.



BEST

VIDEO
GAME
SEQUEL

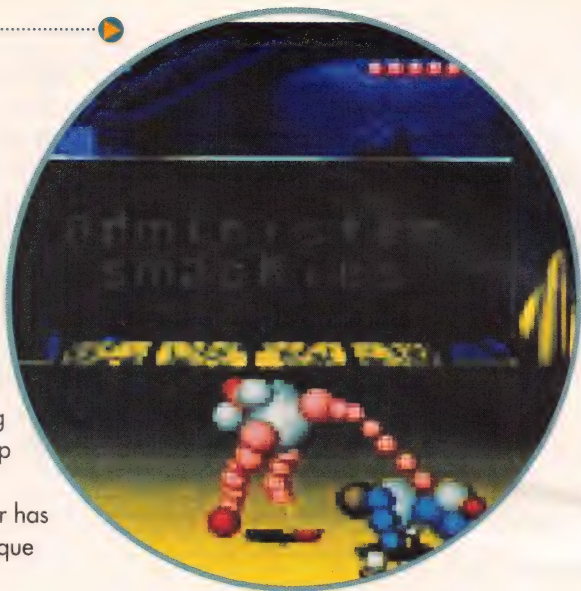
MOST

ORIGINAL
MARTIAL ARTS
FIGHTING
GAME

Ballz

Genesis and Super NES

Forget blood and gore. With witty, funny Ballz, you're controlling 3-D characters made up of colorful, multisize spheres. Each character has more than a dozen unique fighting moves.



It's a tie!

Virtua Racing

Genesis and

NHL Hockey

Super NES and Genesis

Because Virtua Racing's got Sega's SVP (Sega Virtual Processing) chip, thousands of fast-scrolling, 3-D

polygons zoom in front of your face. It's fast-paced car racing simulation at its best.

NHL Hockey is the next best thing to being on the ice rink. All the real-life NHL team names, logos, players and stats make this game hot. Up to four gamers can compete at once. The incredible hockey action keeps you entertained for months. NHL Hockey '95 is coming soon.

BEST

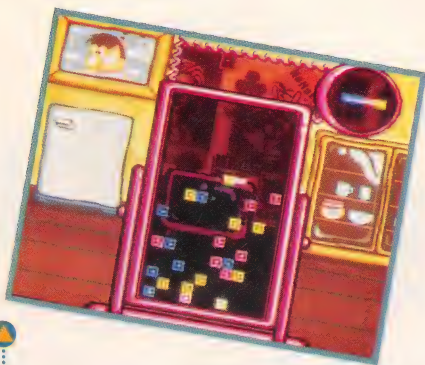
SPORTS
SIMULATION
GAME



Tetris 2

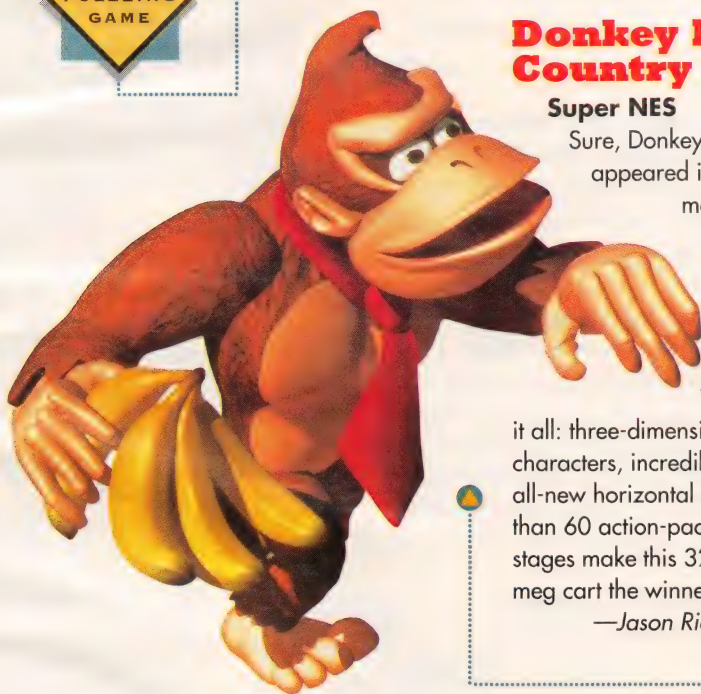
Super NES and Game Boy

The sequel adds new twists to the original to make it even more challenging. To get the really high scores, you've got to have ultraquick reflexes and think lightning fast. Bet you can't play just one game!



MOST

**PUZZLING
GAME**



Donkey Kong Country

Super NES

Sure, Donkey Kong appeared in a video game more than 10 years ago, but he's new-and-improved and better-than-ever!

This game has it all: three-dimensional characters, incredible scenes and all-new horizontal scrolling. More than 60 action-packed stages make this 32-meg cart the winner!

—Jason Rich

BEST

**ALL-
AROUND
GAME**

**WHAT'S
HOT
FOR
1995?**

Well, Sega's new 32-bit games for the Genesis 32X offer totally awesome graphics and sound. Plus, watch for The Sega Channel—an interactive cable TV channel that'll be available nationwide shortly. Later this year, Nintendo will release the Ultra-64, an all-new and totally cool 64-bit gaming system. Games for the Ultra-64 will be just like the arcade! Keep reading **DISNEY ADVENTURES** for updates on the best games as they're released!



What kind of cards do you collect?

Write to the Card Sharks:

DISNEY ADVENTURES, Card Shark
114 Fifth Avenue
New York, NY 10011

Attention Comic Collectors: Card Shark is here with three new card series from SkyBox, starring your favorite comics!

YOUNGBLOOD

From the drawing boards of Rob Liefeld and Extreme Studios comes the first title in a series of Extreme Trading Cards. The series includes 90 premium cards, a special subset of five "wiggle" cards and 9 *Youngblood* stickers.

Youngblood



Superman

SUPERMAN:

THE MAN OF STEEL PLATINUM SERIES

This 90-card set tells Superman's entire story. SkyBox is releasing two versions: The limited Premium Edition features silver-foil-stamped, embossed "steel plate" borders and includes four Forged in Steel bonus cards. The Collector's Edition cards have metallic ink and include six Spectra etched bonus cards. All are a super-big 2½ by 4½ inches.

ULTRAVERSE MASTER SERIES

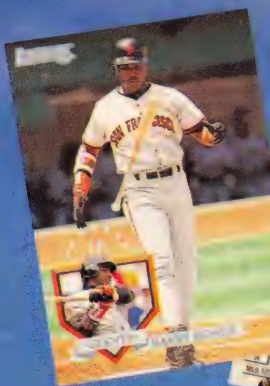
Characters from Malibu Comics' hot title *Ultraverse* come to life in this 90-card set painted by Dave Dorman. The set includes seven bonus inserts—five foil-etched Ultra cards and two holithograms (holograms combined with Dorman's original paintings)—previewing a future scene in the *Ultraverse* story line. Look for ultrarare cards autographed by the artist.

Ultraverse



At the crack of the bat, you're
flying up to reach for the ball,
only to realize that either
you're dreaming or you've
been staring way too hard at
your new Donruss baseball
cards, wondering,
"How come I don't
do this
for a living?"

Look for randomly inserted **SUPER PACKS**
containing complete insert card sets.



DONRUSS
TRADING CARDS INC.

Where Your Dreams Are In The Cards.

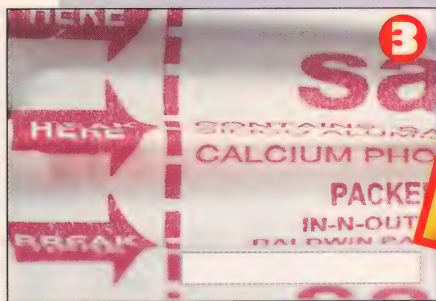


PUZZLES

GAMES & ACTIVITIES

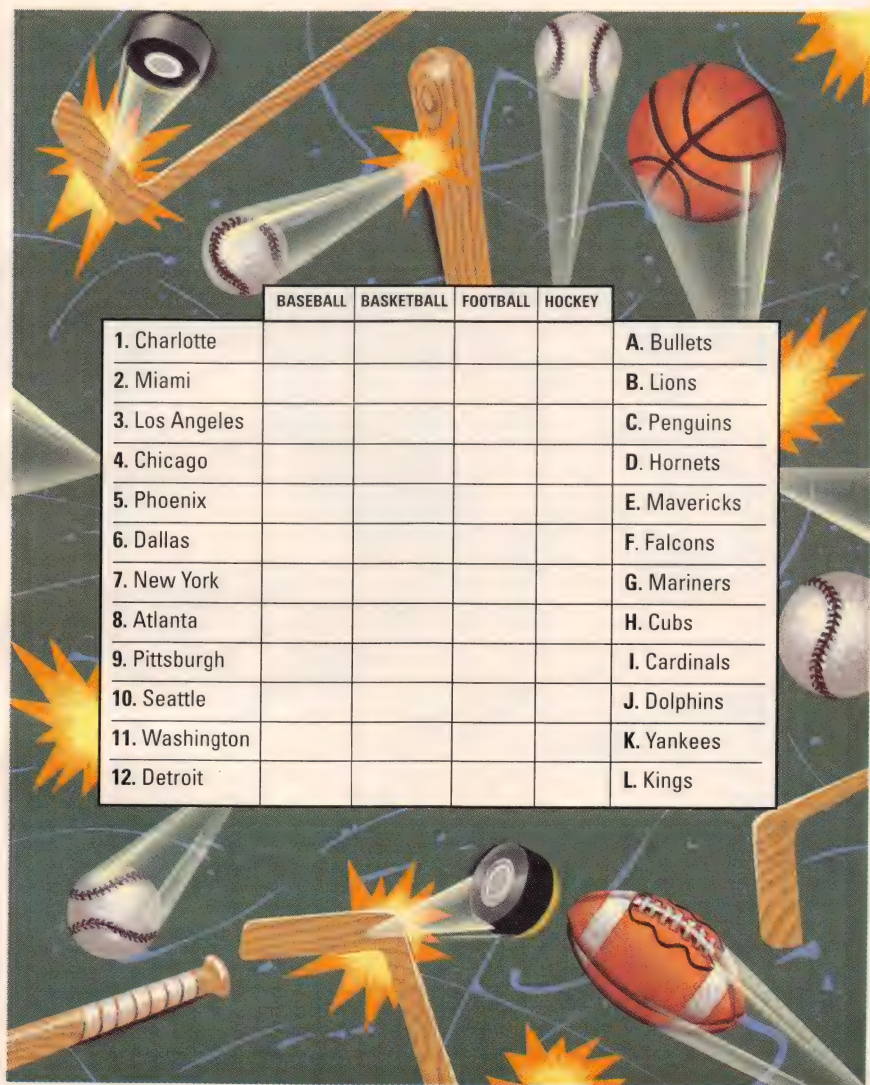
eye bogglers

Can you recognize these common items this close up? Try to figure out what they are, and put your answers in the boxes.



sports matchup

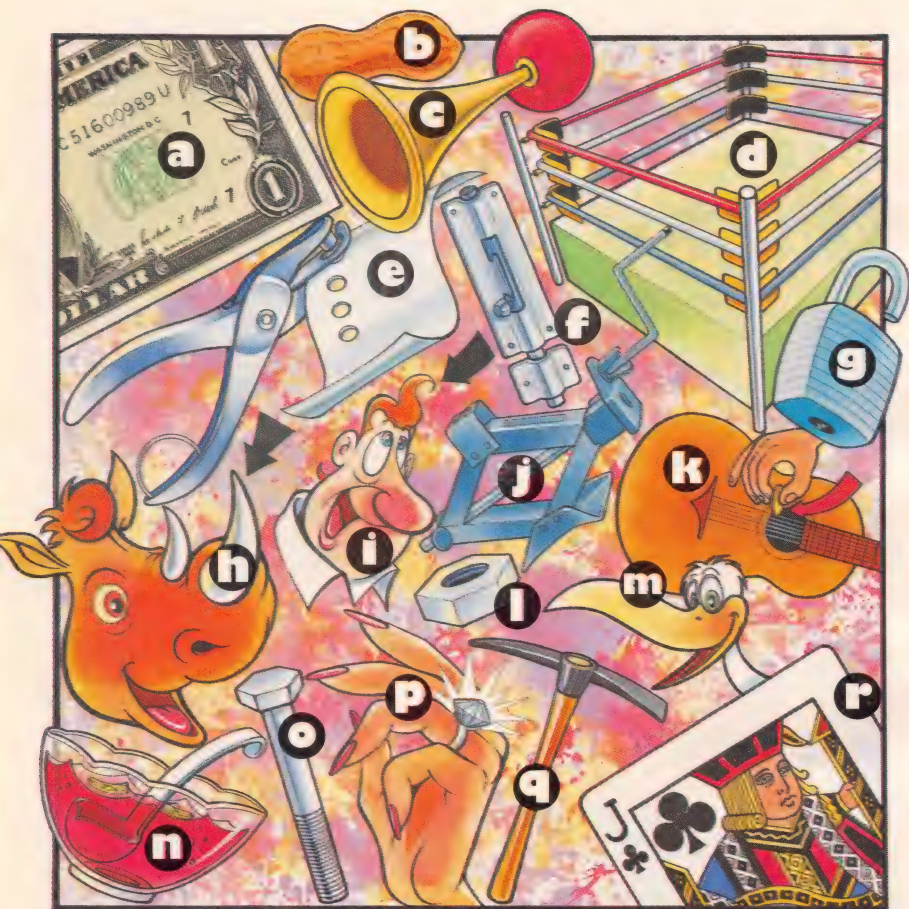
Test your sports knowledge! Match the cities with their sports teams and their sports.



	BASEBALL	BASKETBALL	FOOTBALL	HOCKEY	
1. Charlotte					A. Bullets
2. Miami					B. Lions
3. Los Angeles					C. Penguins
4. Chicago					D. Hornets
5. Phoenix					E. Mavericks
6. Dallas					F. Falcons
7. New York					G. Mariners
8. Atlanta					H. Cubs
9. Pittsburgh					I. Cardinals
10. Seattle					J. Dolphins
11. Washington					K. Yankees
12. Detroit					L. Kings

double vision

This scene has two of everything in it. For example, there are two bills: a duck bill and a dollar bill. See if you can find the other eight pairs.



1. PUNCH ____ & ____

2. BILL ____ & ____

3. JACK ____ & ____

4. RING ____ & ____

5. NUT ____ & ____

6. HORN ____ & ____

7. BOLT ____ & ____

8. LOCK ____ & ____

9. PICK ____ & ____



ANSWERS

1. Charlotte Hornets (basketball)
2. Miami Dolphins (football)
3. Los Angeles Kings (hockey)
4. Chicago Cubs (baseball)
5. Phoenix Cardinals (football)
6. Dallas Mavericks (basketball)
7. New York Yankees (baseball)
8. Atlanta Falcons (football)
9. Pittsburgh Penguins (hockey)
10. Seattle Mariners (baseball)
11. Washington Bullets (basketball)
12. Detroit Lions (football)

SPORTS MATCHUP



EYE BOGLERS

1. Coffee creamer
2. Chinese take-out container
3. Salt packets
4. M&M's candies
5. Peanut butter cup
6. Pez candy



DOUBLE VISION

1. E&N
2. A&M
3. J&R
4. D&P
5. B&L
6. C&H
7. F&O
8. G&I
9. K&O

Cover: ©Elliott Marks/©1994 Paramount Pictures Corp.; pencils by Ed Murrieta; painting by Tim Huhn; ©The Walt Disney Company; Page 1: Photography by William Whitehurst; Page 4: Kid Blastoff ©1995 Evan Dorkin; Pages 6-7: Collage illustrations by Amy Wasserman; Illustrations by Regan Dunning; Page 9: The Bettman Archive; Foto Fantasies/©1994 New Line Cinema; Steve Tague; Page 10: Holly Stein/©Allsport USA; Steve Tague; Illustration by Daryll Collins; Page 11: David Art Sales; Pages 14-15: Len Rubenstein; Page 19: Courtesy of Reach Media; Page 20: ©Twentieth Century Fox; Page 21: ©1994 Joseph Lederer/Columbia Pictures; ©1994 Mark Fellman/New Line Prods.; S.S./Shooting Star; ©Attila Dory/The Walt Disney Company; Page 22: ©1994 Joel D. Warren/Warner Bros.; ©Frank Connor/Walt Disney Pictures, Buena Vista Pictures Distribution, Inc.; Marc Morrison/Shooting Star; Fotex/Shooting Star; ©The Walt Disney Company; Page 23: ©X-Men Adventures/Marvel Comics; Page 25 and 26-33: Photo illustration by William Whitehurst; Pages 26-27: Elliot Marks/©1994 Paramount Pictures Corp.; Page 28: Elliot Marks/©1994 Paramount Pictures Corp.; ©1993 Paramount Pictures; ©1994 Paramount Pictures Corporation; Pages 29-30: J. Katz; Page 31: Paramount/Shooting Star; Page 33: Shooting Star; Pages 34-35: Photography by Gordon Wiltsie; Type design by William Whitehurst; Pages 36-38, 39 and 42-45: Photography by Gordon Wiltsie; Pages 36-45: "Ice" design by William Whitehurst; Page 39: ©Don Enger/Animals Animals; Pages 39, 41 and 43: Maps by Jeffrey West; Page 44: Will Steger; Pages 46-47: Edd Patton; Page 48: Richard Peterson; Barry Rosenthal; Page 49: Richard Peterson; Page 51: Barry Rosenthal; Page 52: ©Tony Stone Worldwide; Type design by William Whitehurst; Pages 53-55: Illustrations by Peter Spacek; Page 54: ©Tony Stone Worldwide; Pages 56-57: Illustrations by Daryll Collins; Collage illustration by Amy Wasserman; Computer illustrations by Wayne Vincent; Page 59: Kid Blastoff ©1995 Evan Dorkin; Photo Courtesy of Hero Illustrated; Page 92: Harold Sweet; Page 93 and 95: Richard Wehrman from Bob Wright Creative Group, Inc.; Debbie Barnes; Page 94: Steve Smallwood

DISNEY ADVENTURES (ISSN#1050-2491/USPS#008-483) is published monthly by Disney Magazine Publishing, Inc. Principal offices: 114 Fifth Avenue, New York, NY 10011, (212)633-4400. Fax number: (212)807-5827. For subscriptions and customer service: (800)829-5146. Second-class postage paid at New York, NY and additional mailing offices. POSTMASTER: Send address changes to DISNEY ADVENTURES, Palm Coast Data, Ltd., P.O. Box 420125, Palm Coast, FL 32142. Single copies \$2.50 each. Subscription rate \$19.95 per year. ©1995 THE WALT DISNEY COMPANY. All rights reserved. Reproduction in whole or part without written permission is prohibited. All materials sent to Disney ADVENTURES become the property of the magazine and may be reprinted without compensation or acknowledgment. Submissions cannot be returned unless accompanied by a self-addressed stamped envelope. Printed in U.S.A.

see you

next month!

Who's the hottest in the music world... **Lisa Loeb, Pearl Jam, Garth Brooks?** I'm ready to announce the winners of D.A.'s Fourth Annual Music Awards! The envelope, please...



Aladdin and

In our next **Big Adventure**, we'll explore the mysterious crypt of a young Egyptian king and unwrap his 3,000-year-old mummy. (Is there really a curse? We'll find out!)

Garth

Abu go ape in "The Magic



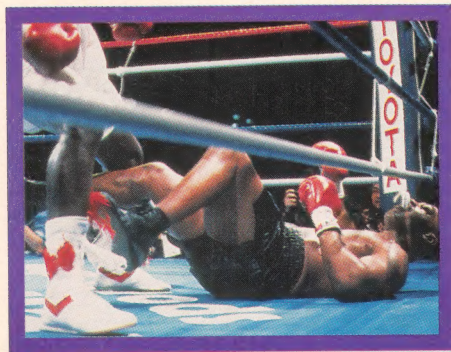
Monkey."

Hilli

On sale at newsstands

everywhere **January**

10!



Don't you love it when the underdog wins the Big Game? I do. Don't miss D.A.'s favorite sports upsets of all time. . . and more great stuff in the February 1995 issue of DISNEY ADVENTURES!

Phyllis



**so BIG,
ONLY MADMEN,
FANATICS AND
15 YEAR-OLDS
WILL FINISH.**

A Whole New Way of
Playing Run & Jump.

5 Huge Worlds,
30 Levels.

1 or 2 Players.

Jump From World
to World.

Play Easy, Tough or
Near-Impossible.

Bring a Sleeping Bag.

BUBSY II
TM

HE'S WAY TOO COOL TO
JUST RUN AND JUMP.

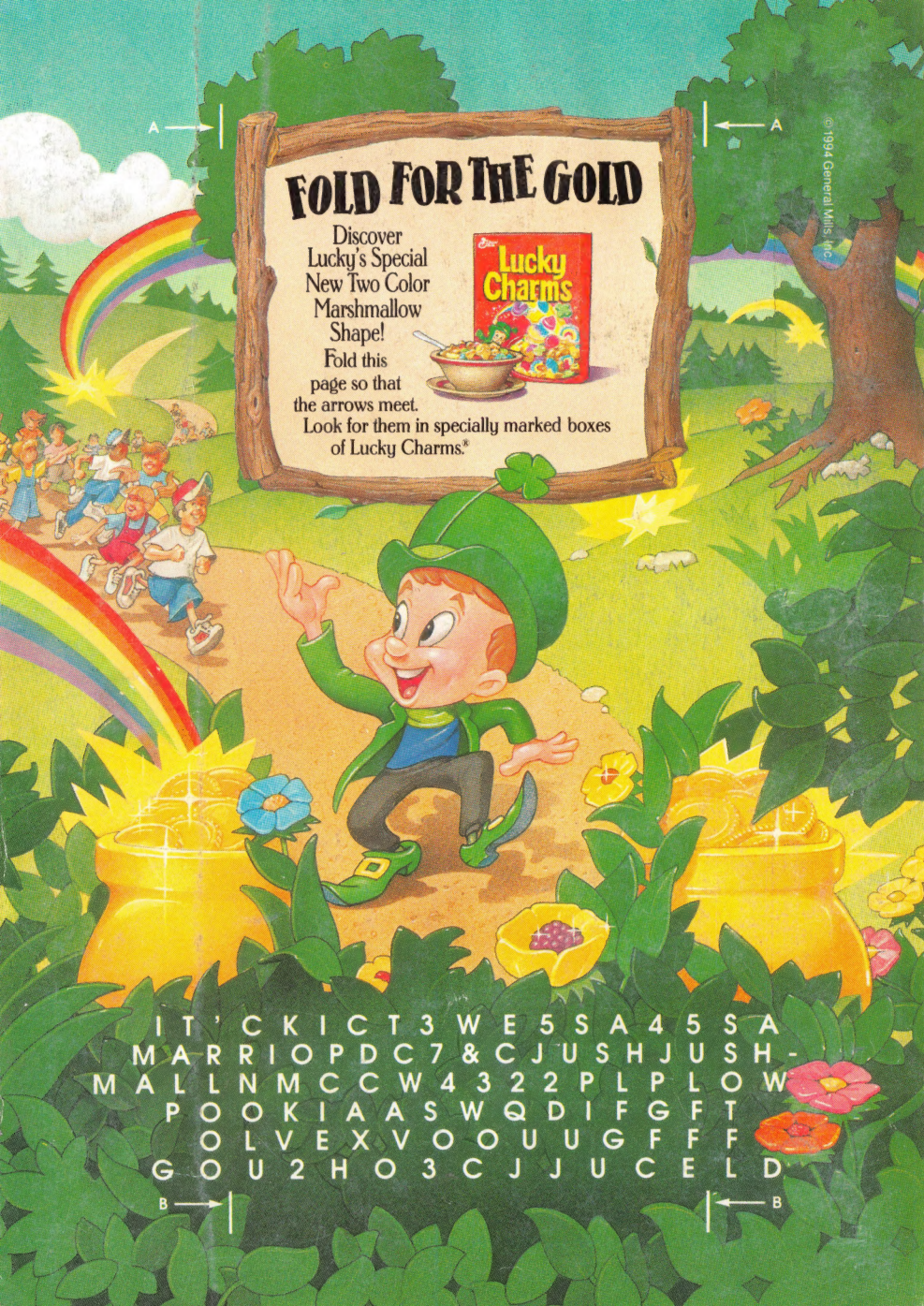
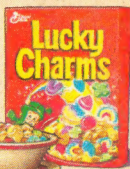
ACCOLADE



FOLD FOR THE GOLD

Discover
Lucky's Special
New Two Color
Marshmallow
Shape!

Fold this
page so that
the arrows meet.
Look for them in specially marked boxes
of Lucky Charms.*



IT CKICT3WE5SA45SA
MARRIOPDC7&CJUSHJUSH-
MALLNMCCW4322PLPLOW
POOKIAASWQDIFGFT
OLVEXVOOUUGFFF
GOU2HO3CJJUCELD